

FREE CHEATS CD WORTH £4.99 LOOK, THE NEW PS2!

PS2



Grand Theft Auto San Andreas

OPINIONS ON EVERY GAME REVIEWED!
**THE VERY FIRST REVIEW
OF THE FINISHED GAME!**

EXCLUSIVE!

LEGO STAR WARS

We've got the first preview of
the hottest game of 2005!

Plus...



LEISURE SUIT LARRY: MAGNA CUM LAUDE

Lock up your daughters! Larry returns in his best adventure yet...



EYETOY: PLAY 2

The videogame in which YOU are the star!

In The News!

COLD FEAR

More survival-horror antics from Ubisoft...

MOH: DOGS OF WAR

EA unveils one of its big guns for the coming year - lock and load!

**PLUS GUIDES FOR:
FIFA 2005 AND
ROCKY: LEGENDS**

74
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INCLUDING

**SMACKDOWN!
VS RAW
KILLZONE
THE URBZ:
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HIGHBURY



"Now with more reviews than you can shake a very large stick at!"

Expert Gamer Panel

P2 is the ONLY UK PlayStation2 magazine to give you FOUR expert opinions on EVERY game reviewed...

The Team

Interests



Roy

P2's expert on Platformers

■ Editor Roy is an easy-going fellow (most of the time, anyway) who secretly yearns for the 'good old days' of gaming when 'gameplay really was gameplay' and 'you could buy three top titles for a tenner'. Not that he's getting old, you understand...

Girls

Claims he's 'just being friendly' - as if!

Gadgets

If it's small and has buttons, Roy wants it...

Singing

He's the karaoke king!

Kendall

P2's expert on Strategy/Adventure games

■ Young Kendall is also something of a whiz when it comes to all things musical. If you had to 'phone a friend' for a question on the history of pop, then you'd want it to be this man. He's also a fairly keen fan of American wrestling...

Music

If he doesn't know it, it's not worth knowing!

Movies

A celluloid fanatic...

Literature

That's 'likes reading books' to the rest of us.



Keith

P2's expert on Racing titles

■ New boy Keith joined P2 after defecting from our sister title XBM, and constantly remarks on how great it is 'to be playing games on a decent console for a change'. Cheerful to the point of scariness, Keith's enthusiasm is infectious...

Football

He's football crazy!

Motorsport

Knows even more about racing than Curnow...

Rock!

That's the musical kind, rather than the mineral.

Barry

P2's expert on First-Person Shooters

■ The only non-English member of the team (he's Irish) Barry constantly strives to educate everyone else as to the inaccuracy of cultural stereotypes. He does this by drinking a lot and threatening to hit anyone who disagrees with him...

Movies

If it's on in the cinema, he's seen it!

Beer

And wine, and vodka... but not Babycham.

Er... 'Adult' movies

Like *Kafka*, presumably?



Mike

P2's expert on Sports

■ To say that Mike is 'sports mad' is a bit like saying the Queen has a lot of money - it's something of an understatement. Footie, cricket, rugby, basketball, ferret racing... if it's a sport, then Mike almost certainly knows WAY too much about it.

Pro Evolution 3

If Mike had his way, this would be a genre!

Football

Playing it, watching it, dreaming about it.

Motorsport

Well it's a sport, right?

Luke

P2's expert on Shoot-'Em-Ups

■ When he's not tackling shoot-'em-ups, he's getting over-excited about the latest kooky Japanese adventure. And when he's not doing that, he's 'rocking out' (so he tells us) as lead guitarist/vocalist in his band, Philtre...

Music

Rivals Kendall for encyclopedic recall...

Beards

We assume... why else would he have one?

Booze

Likes the odd beer...



Helen

P2's expert on Party/Puzzlers

■ P2's new sub-editor and resident 'hot chick' is also the new authority on Party/Puzzle games (well - she's a girl). Divides her time between testing any new EyeToy titles and trying to correct Barry's spelling. NEVER stops smiling...

Beer

It's not just for blokes you know!

Dancing

Struts her stuff with the best of them...

Smiling

She's got great teeth...

Simon

P2's expert on Beat-'Em-Ups

■ Jolly Shrek-alike Simon is also the resident solutions expert. If we've printed a game guide in the last few years, there's a good chance it was written by him. Often spotted bashing his pad against the desk when it all gets too much...

DVDs

Has a library of movies to rival Blockbuster!

Online gaming

Like normal gaming... but on the 'net!

Coffee

Fuel for the soul...

You have NO idea of the amount of work that's gone into making this issue! To begin with there's the fact that we've somehow managed to cram a total of 31 reviews into the magazine this month as the Christmas scramble continues to grow progressively more insane. Then there's the fact that one of those games is the unbelievably



huge *Grand Theft Auto: San Andreas*, which we have spent SO many hours playing to ensure we're bringing you the most accurate verdict possible... it's just ridiculous! I personally spent more than 50 hours playing the game under lock and key up at Rockstar in London, and then we made sure we got the final, boxed code into the office and played that too before we came to a verdict. Why? Well with a game this big, you can't make judgements purely from review code supplied by the publisher - you simply have to check out the final product, the one that everyone will be buying in the shops! And somehow, after all that, we still found time to secure an exclusive first play of what is going to be THE game that everyone will want to get their hands on once they finally tire of *GTA* (although to be fair, that's not going to be for a long while to come). I'm talking of course about *LEGO Star Wars*, one of the most surprising games you'll ever play. Forget any misconceptions you've got about this being a game for kids - this really is a game for *everyone*, and *Star Wars* fans in particular are going to absolutely soil themselves when they get their hands on it. And with that pleasant image in your mind, I bid you 'adieu' as I head back to the eclectic streets of *San Andreas* to get 'strapped' and waste some 'whack mo-fos' who've been messing with my girl...

Quote of the month!

"This Is Football should really be called *This Is Feckin' Rubbish*." (Barry is unimpressed by TIF 2005)

Roy Kimber
Editor

Roy Kimber

ISSUE 54 Contents

P2 is the ONLY UK PlayStation2 magazine to give you FOUR expert opinions on EVERY game reviewed...

Stuck on a game?

You won't be if you turn to page seven and check out what's in store on our all-new interactive cheats disc!



Grand Theft Auto San Andreas

Rockstar Triumphs!

Regulars

- 07 On The Disc
- 08 News
- 22 P-Mail
- 26 Previews
- 34 Review Contents
- 36 Reviews
- 102 Games Directory
- 110 Gear
- 112 Mini PowerStation
- 119 Subscriptions
- 124 Next Month
- 129 Back Issues
- 130 Publisher Profile



36

The ONLY review you need to read...



44 Killzone



54 WWE Smackdown!
vs RAW



60 Tony Hawk's
Underground 2



Reviews

- 36 Grand Theft Auto: San Andreas**
The greatest game ever? Hmm let's think, er, yes...
- 44 Killzone**
Much blood...
- 48 Lord Of The Rings: The Third Age**
Bash those buttons, it's fantasy time!
- 50 Pool Shark 2**
Baizey days...
- 52 X-Men Legends**
Legendary!
- 54 WWE Smackdown! vs RAW**
It's a slobberknocker! You'll understand when you read it...
- 56 Ty The Tasmanian Tiger 2: Bush Rescue**
The furry fella from Oz makes an appearance this Christmas
- 58 Sega Superstars**
It's super Sonic!
- 60 Tony Hawk's Underground 2**
Extreme sport...
- 64 Worms Forts: Under Siege**
Wriggle your way out of this one...
- 66 Forgotten Realms: Demon Stone**
Haven't I already hacked that beastie to death?
- 68 WRC 4**
Fasten those seatbelts it's gonna be an online ride...
- 69 Sly 2: Band Of Thieves**
Cartoon insanity with raccoons!
- 70 Leisure Suit Larry: Magna Cum Laude**
Larry comes of age and heads off to college...
- 73 Premier Manager 2004/2005**
First team or back on the bench?
- 74 Dragon Ball Z: Budokai 3**
The popular Dragon Ball gang return
- 76 Godzilla: Save The Earth**
She's one misunderstood 50 foot lizard!
- 78 The Getaway: Black Monday**
Just another manic Monday...
- 80 Crash Twinsanity**
Enough to drive you twinsane!
- 82 Under The Skin**
Those crazy cats at Capcom release another cartoon caper
- 84 Crimson Tears**
Anime-style RPG
- 86 The Urbz: Sims In The City**
Urban sprawl takes hold of Electronic Arts
- 88 Get On Da Mic**
Lip-sync... it's kinder that way
- 89 Total Club Manager 2005**
Fancy yourself as a bit of a Sven?
- 90 EyeToy Play 2**
Get off your butts and party...
- 92 Megaman X: Command Mission**
Very X-citing!
- 93 .hack Volume 4: Quarantine**
It's all over now
- 94 SingStar Party**
Why do birds suddenly appear?
- 96 FlatOut**
...and you will be after a few laps in one of these stock cars!
- 98 Prince Of Persia: Warrior Within**
Release your inner warrior
- 100 This Is Football 2005**
...really, we hadn't noticed!

Previews

- 26 LEGO Star Wars**
Put the two together and you'll have one helluva time...
- 30 Tom Clancy's Ghost Recon 2**
Squad-based combat shenanigans...
- 32 Call Of Duty: Finest Hour**
Two fish in a tank: one says, to the other, 'D'you know how to drive this thing?'



26 LEGO Star Wars

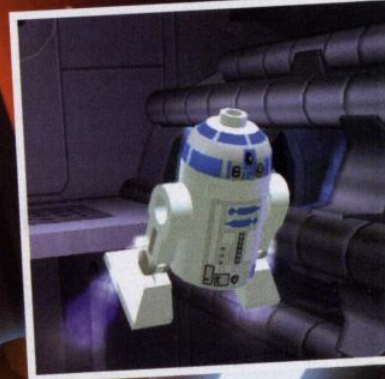
Can you feel the Force?



30 Tom Clancy's Ghost Recon 2

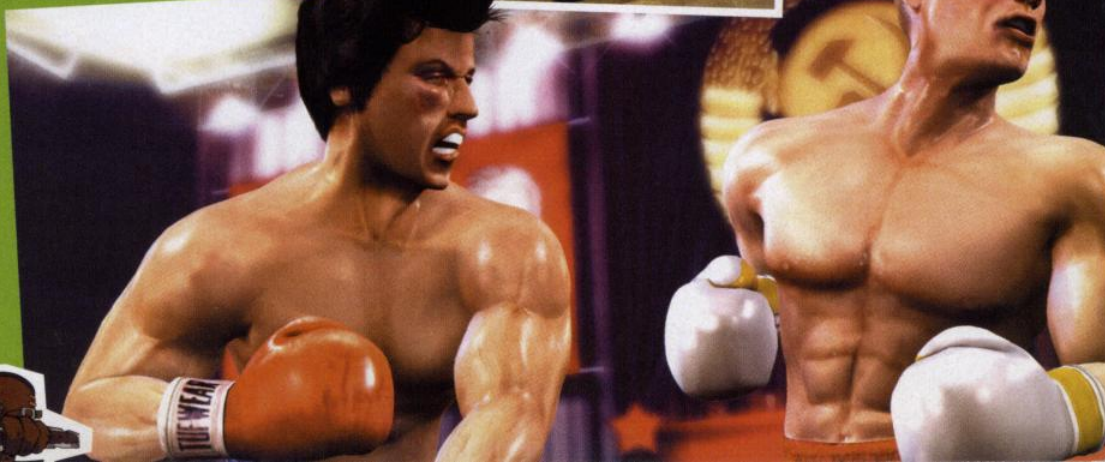


32 Call Of Duty: Finest Hour



Solutions

- 112 Mini PowerStation**
114 FIFA Football 2005 Guide
118 Rocky: Legends Guide



FATE IS NEVER FINAL



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On The Disc

IS YOUR ACTION REPLAY DISC MISSING OR FAULTY?
CALL 01202 200200 OR EMAIL SUBS@PARAGON.CO.UK

TECHNICAL QUESTION ABOUT ACTION REPLAY? CALL DATEL CUSTOMER SERVICES ON: 0906 550 1236
 Calls to this line are charged at £1 per minute at all times. Lines are open 8am - 7pm Monday to Friday, 9am - 3pm Saturday, excluding national and bank holidays.
 You must be aged 18 or over and have the permission of the person who pays your telephone bill. This service is available to UK residents only.

How to get the cheats working...

1



Getting the interactive cheats working with your chosen game is simplicity itself. First, turn on your PS2, insert the cheats disc into the CD tray and wait for it to boot up. After a quick introductory movie (to skip it, press **X**) the main menu appears.

2



From here you can access the game saves stored on the disc via the P2 Saves icon. To choose the cheat of your choice, use the d-pad to highlight the P2 Codes icon and press **X** to move to the next menu.

3



From this menu, you can use the Codes In Action icon to view some of the cheats... in, um, action (duh!) To move on to selecting your actual cheat, simply highlight the P2 Codes icon and press **X**.

4



This takes you to the Action Replay Max cheat select screen. Use the d-pad to move up and down the list until you find the game that you're looking for, and then press **X**.

5



You should now see a list of the cheats available for this specific game. Use the d-pad and **X** to check the box next to each of the cheats that you want to activate, then press Start.

6



You're now told to insert the game disc. Eject the CD tray, remove the cheats disc, insert the game disc and close the CD tray. **IMPORTANT:** Wait a couple of seconds for your PS2 to check the disc, then press the **X** button.

7



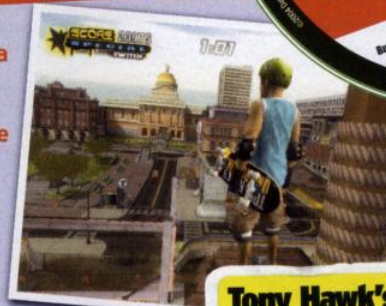
All you need to do now is sit back and relax while your chosen game loads up, and then you can start playing with all your chosen cheats active!

FINAL TIP:
 Some of the cheats may require you to enter a button combination once in the game to activate and deactivate them. This will be noted on the cheats list if needed.

Please note: Although every effort is made to ensure the cheats on your disc work, software companies do release updated software which is identical in packaging and look to the original product but has a change in the game code. In these cases the cheats may be incompatible with your version of the game. We may also occasionally have to substitute a different game from one advertised on the disc packaging.

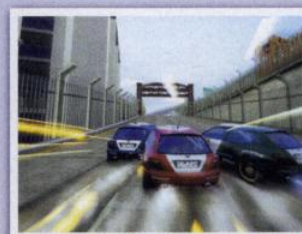
Game Saves
 To access the bonus game saves, first stick a memory card in slot one, then on the saves menu highlight the saved game you wish to use and press the **X** button. All you need to do then is load your game as normal.

This issue of P2 comes with a free interactive disc, packed with cheats for the latest PlayStation2 games! No more messing around with lengthy button combinations - just stick the disc in your PS2's CD tray, follow the on-screen instructions... and away you go!



Tony Hawk's Underground 2

Always special
 Press R3 for slow motion
 All arcade levels
 All story levels & Shrek



Burnout 3

Crazy crash mode codes
 Bouncing crashes
 Crazy gravity
 Crazy explosion
 Unlocks
 All medals gold
 All signature takedowns
 All crash headlines
 All postcards
 All cars available at selection screen



Resident Evil Outbreak

Low virus percentage
 Infinite & max health
 Infinite ammo
 Max collection points
 Giant hero



Star Wars Battlefront

Infinite health
 Infinite ammo
 Display FPS
 No AI
 Demo mode



Colin McRae Rally 2005

All cars open
 All tracks open
 All movies open



Psi-Ops: The Mindgate Conspiracy

Infinite health
 Infinite ammo
 Infinite Psi power



Madden NFL 2005

Controller 1 press L1 for more time to pick plays
 Infinite tokens
 Have all cards
 Constant down codes
 Always 1st down
 Always start on 2nd down
 Always start on 3rd down
 Always 4th down



TOCA Race Driver 2

Press L2 to freeze time
 Press L1 + L2 to unfreeze time
 Press L3 to finish race



Dynasty Warriors 4: Empires

Player one codes
 Infinite health
 Infinite musou
 Big jumps
 Quick player
 Ultra quick player
 Infinite arrows



FIFA 2005

Dumb AI on offence
 Infinite My FIFA 2005 points
 Home team score
 Home team score 99
 Home team score 0
 Away team score
 Away team score 99
 Away team score 0
 Display game engine debug



PS2 News

Breaking stories from around the world of PlayStation2, PSP and PSX

PSP IS GO!

News Contents

MK: Shaolin Monks



The *Mortal Kombat* series is set to return with another tale of revenge, rage and of course, bloody, insane violence galore. Bring it on!

PAGE 10

MOH: Dogs Of War

Following the stirring success of *MOH: Rising Sun*, the classic *Medal Of Honor* series is returning once more, and Electronic Arts promises that this time around, if you're looking for realism, then this is the war for you...

PAGE 11

Metal Gear Solid 3



Well, we've heard a lot of news and rumours about Snake's latest adventure but this has to be the oddest so far... MONKEYS?

PAGE 12

Cold Fear



Spooky goings-on as Ubisoft crashes the survival horror party with a dark and brooding tale of the gory undead. Be afraid.

PAGE 13

Destroy All Humans



We love this game. No really, we do. Imagine *Grand Theft Auto* crossed with *Mars Attacks* and this is what you get. Come see...

PAGE 20

Console Launch

Sony has finally revealed full details of the Japanese launch of the new handheld PSP console, the first part of the worldwide rollout of the highly anticipated console. The date to circle on your calendars is 12 December, when the PSP hits the shelves for a recommended price of 19,800 yen.

The final confirmed stats for the PSP make impressive reading. As expected it has processing capabilities equivalent to that of the PlayStation2 and runs on a lithium-ion battery, allowing a play time of four to six hours if you're using it for gaming and four to five hours for movie playback. The screen is 4.3" wide and offers a 16:9 high-resolution picture.

Of course, what really sets the PSP apart from past handhelds is its wireless LAN capabilities which enable the machine to connect to the internet via access points. As well as allowing gamers to play online against friends and family, you can also use the technology to download new content and even add new game characters to your favourite titles. As well as

GAMES, GAMES, GAMES!

The launch lineup for the PSP should feature something for everyone. Whether it's the return of the classic *Ridge Racer* and *Metal Gear Solid* series or addictive puzzle classics such as *Puzzle Bobble Pocket*, it's all here! Here's what Japanese gamers can be expecting to play before the end of the year...

BANDAI:

Lumines

The Legend Of Heroes Gagharv

Trilogy White Witch

CAPCOM:

Vampire Chronicle:

The Chaos Tower

CYBERFRONT CORPORATION:

Kollon

ELECTRONIC ARTS:

Need For Speed Underground

Rivals

Tiger Woods PGA Tour

FROM:

Armored Core: Formula Front

HUDSON:

Rengoku: The Tower Of Purgatory

KOEI:

Dynasty Warriors

Mahjong

KONAMI:

Mah-Jong Fight Club

Metal Gear Acid

MARVELOUS INTERACTIVE:

AI Go

AI Mah-Jong

AI Shogi

NAMCO:

Kotoba No Puzzle Mojipittan

Daijiten

Ridge Racers

SEGA:

Puyo Pop Fever

SONY:

Dokodemo Issyo

Hot Shots Golf

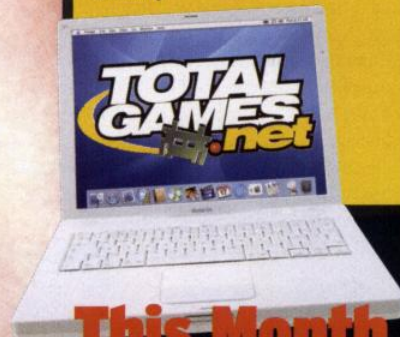
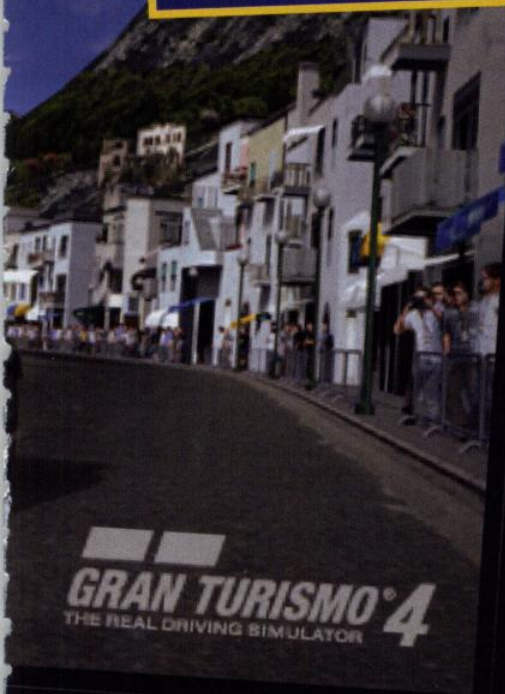
TAITO:

Puzzle Bobble Pocket

The News Ed Speaks...

So you've played it then? Yes, after all the talk and the speculation and internet lies, *Grand Theft Auto: San Andreas* is on every shelf in the country. For once, the game not only lived up to the hype, but also got everyone talking in a way that you don't often see with videogames. In fact the whole campaign was the sort of thing more commonly associated with big summer blockbusters at the cinema. This sort of thing can only be good for the industry. Ask more mainstream gamers and chances are they'll all be aware of *San Andreas* in the same way that they'd notice *The Incredibles* being hyped on bus shelters. This sort of thing keeps the PS2 in the public eye and should mean that Rockstar is responsible for helping Sony shift a serious number of PlayStation2s this Christmas. The only downside to all this of course, is how long we have to wait for the next instalment in the series, but we hope that the scope and scale of *Grand Theft Auto: San Andreas* will inspire other developers to come up with something equally amazing.

Kendall



This Month

- As you'd imagine totalgames.net got itself in quite a lather when *Grand Theft Auto: San Andreas* was released and the mini-site now features everything you could possibly want to know - there's information on all the cities, pics of all the special vehicles and maps to help you navigate successfully. Of course, there is a possibility that - gulp - you haven't actually bought the game yet, in which case there's an exhaustive review, which should persuade you to spend your money. And once you have, use the complete solution to crack the game wide open!
- Simply log on to www.totalgames.net for all your gaming needs!

THAT'S VALUE!

As well as the stand-alone option, Sony is also offering lucky Japanese gamers the chance to pick up a PSP Value Pack for 24,800 yen. This special package includes the PSP console along with an AC adaptor and a battery pack. It also includes a 32 MB Memory Stick Duo, headphones including a remote control and a soft case with fetching hand-strap...



this, 16 PSPs can be connected wirelessly creating an instant community for all your gaming shenanigans.

With 21 games available before the end of the year and over 100 games currently in development, it's a very exciting time for Sony gamers. Expect full US and PAL release details soon, come on Sony, we're ready to play!

11pm BOYS



A bit like the 3am girls, but they go to bed at a more sensible hour...



It was a busy time for the 11pm boys this issue! In addition to having to review the massive *GTA: San Andreas*, Sony also chose this month to celebrate the sale of six million PlayStation2s (yes, SIX million - what d'ya say to that, Microsoft?) with a celebrity-studded (well, we met someone who used to be in Busted!) party at... er, an old derelict cinema in Shepherd's Bush. Team members from both P2 and our sister title Play were in attendance to partake of the eclectic mix of music, and the rather strange pink cocktails. Previous to this landmark event, Roy and Barry jetted off to Chicago, Illinois for a visit to Champagne-based developer Volition. Well, they say that's why they went, but rumour has it that it was more to do with the free beer, copious amounts of very expensive steak (eight dollars an ounce!) and because they'd heard THQ was sending a very cute PR from Italy called Giulia along...



Clockwise from top-left: Bangin' sounds at the Sony Six Million party; We found a rather unusual barman in a small bar in a side room of the party; Journos at play... EyeToy Play; So, who fancies a pink drink then?



Clockwise from top-left: Giulia (she's a Countess you know!); Barry makes a friend; Chicago's city centre; Sam 'Call Me Piglet' Forrest, THQ's PR Manager.



Kombat Komeback

Just when you thought you'd had enough frantic fighting and fatalities, the *Mortal Kombat* series is set to return with an action/adventure game entitled *Mortal Kombat: Shaolin Monks*. Slated for release late next year, *Shaolin Monks* will build on *Deception*'s adventure-based Konquest mode by adding multiple new fatalities and more action-based puzzles. Midway claims that this new addition will include single and multiplayer-action as well as the opportunity to explore the *MK* universe from a fresh perspective. Many of the *Kombat* fan favourites are sure to make an appearance - so soon you'll get another

chance to beat down on Baraka or smackdown Scorpion in some new environments.

It comes as a bit of a surprise to hear of another *MK* title on the way so soon after the arrival of *Deception* but as David F Zucker, president and chief executive officer at Midway explains, perhaps we'd better get used to it: "*Shaolin Monks* is our first step towards delivering something that *Mortal Kombat* fans have been calling for: a new game set in the *MK* universe every year." *Deception* was recently announced as Midway's fastest-selling game in company history and

Midway News

its predecessor, *Deadly Alliance*, sold more than three million copies worldwide, so it's no wonder the publisher wants to milk the *MK* cash cow while it's still healthy. But do we really need a new *MK* game every year? It's up to Midway to prove that we do. We'll keep you updated on *Shaolin Monks* as the details fight their way into the office.



I LOVE PS2

MAX MEDIA PLAYER

Datel has come up with yet another funky piece of kit for your PS2 this month. The Max Media Player is an ingenious tool that allows you to burn media files such as MP3s and MPEGs onto disc and play them back on your PS2. That means you can now burn movie trailers and all sorts of short films onto a CD-R and instead of using your computer to view them, you can use your little black box. How cool is that? It

gets better though - the Max Media Player also enables you to play Sega Mega Drive emulators downloaded from the internet. So you can now relive all those awesome 16bit moments of glory in classic games like *Two Crude Dudes*, *Sonic The Hedgehog* and the legendary *Alex The Kidd*. Datel's funky toy is in the shops right now and available for the bargain price of just £14.99.



Samurai Warriors: Xtreme Legends

Those of you who couldn't get enough of KOEI's sword-slashing, kung fu-kicking, button-bashing adventure, *Samurai Warriors* (there must be some of you out there) will be pleased to know that the Japanese publisher has announced the release of *Samurai Warriors: Xtreme Legends* for the PS2. Expanding on the original title, *Legends* acts as an expansion pack for *Samurai Warriors* (which was pretty much an expansion of *Dynasty Warriors* - will the expansion never end?) but is also claiming to be a game in its own right. *Legends* allows you to continue the adventure from where you left off but with new characters, new game modes and various different weapons.

four new heroes but it's still possible to play through the game's battlefields with your old favourites. Included within the new additions *Samurai* fans will find improved levels of AI and an array of fresh items and fighting techniques. Perhaps these new additions will go some way to rectifying the shortfalls in the previous title which sold extremely well in Japan but disappointed many on these shores who were expecting something ground-breaking.

When asked about the new addition to the *SW* franchise, Amos Ip, vice president of sales and marketing at KOEI said, "We are excited about introducing the popular *Xtreme Legends* series into the *Samurai Warrior* line of games and we're taking this opportunity to bring our fans' influence to the game". So with the release of *Legends* combined with the

merits of the previous game, we may finally get the *SW* title we've been waiting for. You can rely on P2 to bring you the latest *Samurai* stories as and when we get them.



Medal Of Honor: Dogs Of War

Stand up straight, soldier! We're going back into battle with the greatest war series in the world...

Five Years Dead

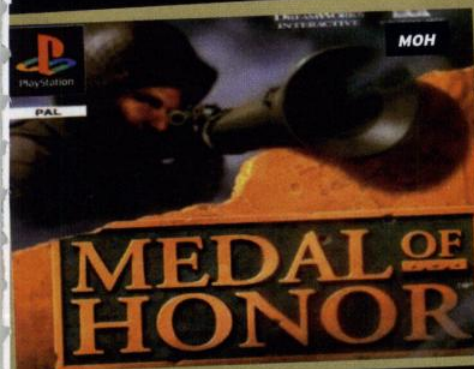
The *Medal Of Honor* series really shook up the genre when it first crashed onto the PlayStation in 1999 and it's gone from strength to strength, adding more realism and challenge with each instalment. If you're missing any of the following, why not pick 'em up now, before *Dogs Of War* arrives...

PLAYSTATION:

Medal Of Honor 1999
Medal Of Honor: Underground 2000

PLAYSTATION2:

Medal Of Honor: Frontline 2002 (10/10 Issue 22)
Medal Of Honor: Rising Sun 2003 (8/10 Issue 41)



Following on from last year's smash hit first-person shooter, *Rising Sun*, Electronic Arts has just announced the next instalment in its excellent *Medal Of Honor* series. *Dogs Of War* is set to hit the PS2 in spring of next year.

The series continues to be uncompromising in its depiction of the horrors of war and you can expect *Dogs Of War* to be the most brutal *Medal Of Honor* so far.

The story takes place in Europe in 1942 while the Nazis continue to gain power as they storm through the continent. Players take on the role of Lt William Holt of the OSS who must undertake a secret mission set up by the President of the United States. Both solo and with your squad, you must fight through four very important battles that will decide once and

for all who gains victory in Europe.

One of the selling points of the *MOH* series is the games' authenticity, making sure that everything is historically accurate. To ensure that this is the case, the developers have again worked closely with the Congressional Medal Of Honor Society and thus the 'ideals and integrity' as EA puts it, of the *Medal Of Honor* are reflected throughout.

The *Dogs Of War* team also worked closely with Captain Dale Dye who served as Military Technical Advisor on the project, so the weapons and vehicles are exactly the same as those used in the true campaigns.

Dogs Of War hits PS2 in 2005 but expect plenty more on this potential classic ...



Interesting PR Gifts #2 The Leisure Suit Larry Box

Now we've had some interesting PR gifts over the years here on P2 but nothing prepared us for the small box that arrived here in the office a few weeks ago from the good people at Vivendi Universal. Upon opening the mysterious white box, which housed a *Leisure Suit Larry* logo, we were greeted with a variety of, for want of a better word, sex tools. These included a foil packed copy of *Penthouse* that featured some very lovely - and very naked - ladies from around the world as well as a tube of KY Jelly and a number of condoms. That's not all though, for cleaning up the mess afterwards there was a packet of Kleenex wipes and a pair of gloves. New boy Keith was apparently very disappointed with the photo spread of Helen Chamberlain - "She left her 'kit' on, what was the point of that!" Hmm...



"I PLAYED WITH IT ALL NIGHT AND WOKE UP WITH WRIST ACHE..."

BEN - WATFORD

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Tenchu Returns!

The *Tenchu* series revolutionised the stealth genre back in the hazy days of the PSone and debuted impressively on the PS2 last year with *Tenchu: Wrath Of Heaven*. Now the ninja-fest has left the warm bosom of Activision and the fourth instalment *Tenchu: Fatal Shadows* is set for release through Sega.

Once again, the new *Tenchu* epic is being developed by K2 Studios, but From Software has now joined the project too, overseeing production on the title. *Tenchu: Fatal Shadows* features two

playable ninja warriors - players of the last game should remember heroine Ayame who returns here, joined by newcomer Rim. As usual the game offers a mix of tense stealthing and action-packed, bloody combat scenes and there are a huge number of new ways to kill your opponents as well as the addition of the ability to hide bodies as well as breathe underwater - very handy, stick that Sam Fisher!

We'll be slicing and dicing with *Tenchu: Fatal Shadows* next spring.



Activision LOVES PSP

It comes as little surprise that a company with Activision's clout should hop aboard the PSP bandwagon and announce two launch titles for Sony's new wonder machine. As expected, Activision is bringing two of its biggest franchises to the machine in the shape of *Spider-Man 2* and *Tony Hawk's Underground 2*.

THUG2 is currently being developed by Shaba Games and *Spider-Man 2* is coming courtesy of Vicarious Visions. Both games are expected to be available at the launch.

Kathy Vrabec of Activision told us: "Sony's PlayStation Portable

Entertainment Platform is an exciting new platform that combines processing power with a sleek new look that will appeal to an older demographic. By matching our top brands like *Tony Hawk's Underground 2* and *Spider-Man 2* with the new entertainment device, we are able to broaden our consumer base and leverage our franchises into new areas."

The PSP launch line-up is looking more impressive by the day, with most of the major game franchises now represented. Price and bundle details are still being ironed out but you can be sure we'll let you know as soon as Sony gets its price gun fired up!



"Tenchu: Fatal Shadows stretches the boundaries of what a quality stealth game can be and Sega aims to extend the life and profile of this highly successful franchise."
- Mike Hayes, Sega.

Ain't No Business Like Monkey Business

Now occasionally we uncover stories here at P2 that don't seem quite right. When Konami sent out the latest news on *Metal Gear Solid 3*, it looked as if someone at the company was taking us for a ride. Since then, we've phoned around

and got the info from other sources too and so however ridiculous the following story sounds, we can assure you it IS real. Odd, but real...

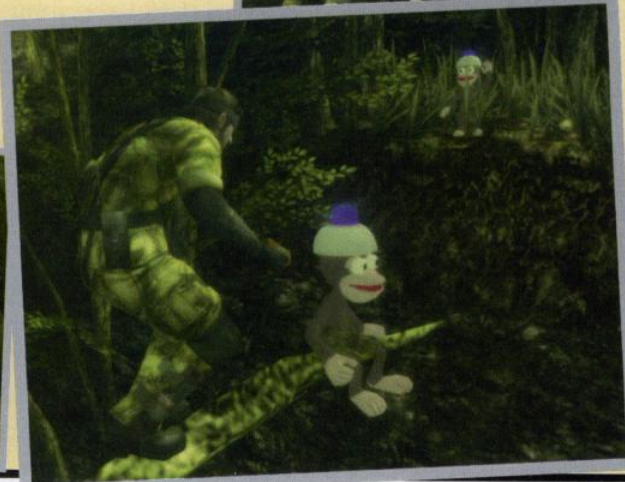
It seems that *Solid Snake* is set to have some rather bizarre special guests popping-up in the

next *Metal Gear Solid* - the monkeys from Sony's brilliant *Ape Escape* series. Yes, everyone's favourite hat-wearing, pant-stealing mischief-makers have been drafted in to appear in a series of manic mini-games.

Quite what the connection between the two series is, we really can't work out but we think that this could see Snake making

a cameo appearance in the next *Ape Escape* game too.

Hmm, now we really can't wait for *Metal Gear Solid 3*!



Ubisoft Gets Cold

While *Resident Evil* and *Silent Hill* have cornered the market in survival horror, few other scare-fests have made much of an impact recently. Aside from the excellent *Clock Tower 3*, there have been no classics giving us sleepless nights - but Ubisoft might be about to change all that with the release of *Cold Fear*.

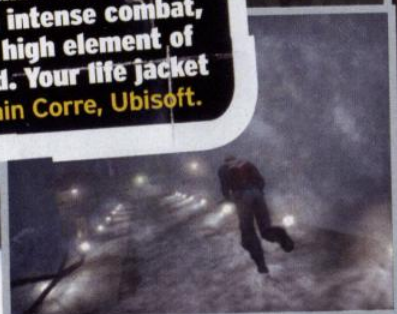
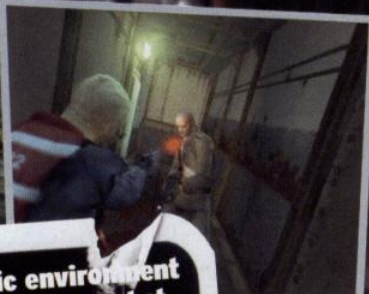
Cold Fear puts you in the role of Tom Hansen, a US coast guard who is sent to investigate a drifting Russian whaling ship during a howling storm - never a

good situation of course, especially when there are creatures there that are far from human... What differentiates this from other games of its ilk is the ominous quality of your surroundings - the ship is constantly rocking and shifting and so you'll need to find your sealegs if you're to survive the night!

Cold Fear arrives in March of next year and we're already peering out from behind the sofa in preparation for its arrival...



"The game is set in a dynamic environment on a stormy sea, including intense combat, intelligent enemies, and a high element of the shockingly unexpected. Your life jacket won't be sufficient!" - Alain Corre, Ubisoft.



P2 VOLCANO

What the world is waiting for...



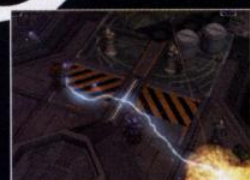
Midnight Club 3: DUB Edition

It's been a couple of months since we last got our grubby hands on the code for Rockstar's speed racer and we can't wait to play the finished version. Well, man cannot live by *Burnout* alone, right?



Getting Up: Contents Under Pressure

While we would never condone criminal damage, we are looking forward to Atari's gritty streetwise graffiti game, which if nothing else, is certain to be the coolest game of the year. Jet Set Radio for the next millennium? We shall see...



Neo Contra

We loved the last *Contra* epic on the PS2 and this takes the series in a new direction visually while still maintains the fast blasting intensity that we've grown to adore. Get those trigger fingers ready, this is gonna be huge!



World Racing 2

In these racer-filled days, there really is no need to release another one unless it adds something to the genre. The original game was underwhelming and the bar really needs to be raised if this is to make any impact at all.

Important Dates...

So that's what is floating our proverbial boat in the UK, but what treats do our overseas friends have to look forward to this month?

Japanese Release Dates

KESSEN III	NOVEMBER 25
METAL SLUG 3 SNK	NOVEMBER 25
DRAGON QUEST 8 SQUARE-ENIX	NOVEMBER 27

US Release Dates

VIEWTIFUL JOE 2	NOVEMBER 23
PRINCE OF PERSIA: WARRIOR WITHIN	NOVEMBER 30
SUPER MONKEY BALL DELUXE	DECEMBER 14

King Kong: Koming!

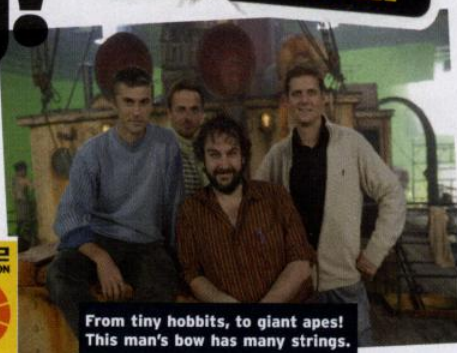
Movie Tie-In

It's been a while since Hollywood remade the classic monster movie *King Kong* and next Christmas, it will be the turn of *Lord Of The Rings* and *Meet The Feebles* director Peter Jackson to add his own spin on the story. The movie sees Jackson not only directing the movie but also producing and co-writing the

screenplay. "What does all this have to do with us?" we hear you cry. Well, Jackson has also been working alongside Ubisoft, aiding the progress of the videogame tie-in.

King Kong is being put together by the team behind Ubisoft's excellent *Beyond Good And Evil* and promises to recreate the visual style of the film as well as following the narrative. What

this hopefully means is that it won't be a cheap cash-in and might actually be an ape-tastic title in its own right. We'll find out late next year, as the game should launch around the same time as the big screen epic, which is out 14 December 2005.



From tiny hobbits, to giant apes! This man's bow has many strings.

Coming Soon...

Budding Hugh Hefners among you might want to put those smoking jackets away for a few months as Ubisoft's forthcoming porn-'em-up has been delayed.

Yes, *Playboy: The Mansion* is now hitting PS2 early in 2005 rather than this year. This is apparently so that Ubisoft can deliver 'an outstanding product'. It also means that the game will no longer have to go head-to-head with EA's *The Urbz*, giving it more of a

chance of hitting the big time without going up against the might of *The Sims* series...

Playboy: The Mansion allows you to control every aspect of Hefner's porn empire from talking to the lovely laydeez, to throwing celebrity-packed parties at the Mansion. Expect a full Played It preview soon on this one. Until then, er, well we guess you could always buy the magazine...



READER PANEL

Shape P2's Future!

Here at P2 we're always looking at ways to improve our mighty magazine and we would like your help to make P2 even better. To do this, we are creating a crack panel of gaming fans who we can email to find out their views on all the hottest games. We'll be looking to ask you all sorts of questions, from which titles you have bought lately, to what your favourite and least favourite parts of the magazine are. Remember - you'll be helping to make the magazine you want to read!

As well as asking for your thoughts, we'll also send you regular emails on P2 and our sister magazines so you'll always be ahead of the game. As if all this wasn't enough, we are also giving away prizes regularly to those who take part, so hopefully you'll win something for your troubles!

How do you get on the P2 Panel?

Simple, just drop us an email to readerpanel@highburyentertainment.co.uk with the subject line **READER PANEL P2** and we'll do the rest!

SLIP-O-METER

The games that dodged their release dates and those that got away



Following the death of Acclaim, it looked as if its racing epic *Juiced* would never see the light of day. Luckily for you, automobile freaks out there, the gaming vultures have gone in for the kill and now THQ has been given the rights to the title. Expect a new release date of Summer 2005.

RESURRECTED!

KOEI Unveils Twin RPG Treats

If you were sensible enough to listen to P2 then you will already be familiar with the excellent *Disgaea* recently released by KOEI. Now the Company has heard the fans' pleas and has once again joined forces with Nippon Ichi Software to bring two more Japanese classics to these shores.

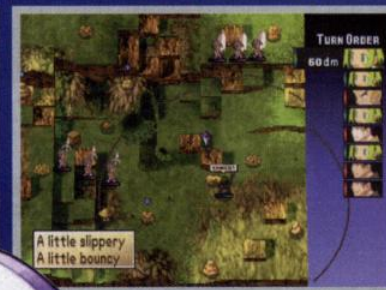
The first of the two to launch is *Phantom Brave*, set for release in February. As with all these games, it has a mystical and preposterous storyline, which makes little sense to any of us - it is the year 921 and Marona, a thirteen year-old girl, has the ability to communicate with phantoms. This allows her to create her own phantoms to take into battle. Unlike many games of this kind, *Phantom Brave* doesn't have map grids for battles and so you can place your characters anywhere. When creating your characters, there are an impressive 400 different skills and magical spells to choose from, so everyone's army is guaranteed to be unique.

With over 100 hours of gameplay promised, those of us who locked ourselves in a dark room with *Disgaea* might want to get ready for more days and nights alone in front of the console!

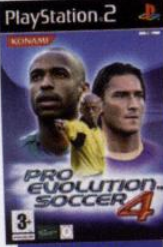
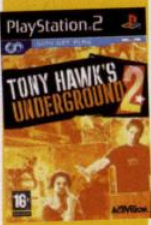
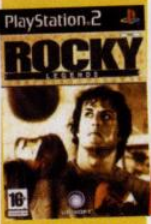
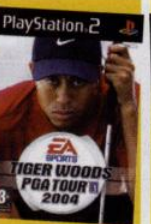
Once you've finished *Phantom Brave*, you should be ready for the launch of *La Pucelle* later in the Spring. Once again, there's a crazy story to get your head around - there is a legend that the Dark Prince, under the control of the fallen Angel Calamity will rise and cover the world in darkness. Luckily, at the same time, the Maiden Of Light is set to rise and work miracles. A church-sponsored demon-hunting squad, *La Pucelle* must defeat the undead that roam the earth and bring peace back to the land.

La Pucelle has 12 epic chapters and 120 hours of gameplay, so once again Nippon destroys our social lives. At least it would if we had social lives...

Steve Marks of KOEI told us: "It is a pleasure to be working with Nippon Ichi yet again. In *Disgaea* they gave us a triple-A title and the feedback we received has proved to us that there will be great demand for these two titles. The two new games from Nippon Ichi fit in extremely well with our brand strategy and both *La Pucelle* and *Phantom Brave* will be very valuable additions to our ever-growing catalogue. Both titles are highly acclaimed and we are delighted to be able to offer top quality RPG games to fans across Europe".



PlayStation2 Charts

 NEW 1 Pro Evolution Soccer 4 Konami Despite the fact that it still doesn't feature online content, <i>Pro Evo 4</i> is still the king of footie sims!	 NEW 2 FIFA Football 2005 EA Sports EA's titanic footie game just doesn't have what it takes to pip <i>Pro Evo 4</i>. Maybe next month?	 NEW 3 Tony Hawk's Underground 2 Activision The Hawk is back alongside the wild Bam Margera in his craziest adventure yet	 4 Burnout 3: Takedown EA The finest arcade racer on the market just got better. Why isn't this higher up the charts?	 NEW 5 Star Wars Battlefront Activision We have no shame in putting our hands up and saying this is the best <i>Star Wars</i> game ever made!	 NEW 6 Crash Twinsanity Vivendi Crash is back and this time you have to team up with his arch-nemesis, Neo Cortex...	 NEW 7 Def Jam: Fight For New York EA Bone-crunching, sadistically pleasurable hip-hop brawling, the perfect gaming ingredient!	 NEW 8 Shark Tale Activision Seen the movie? Then why not have a bash at this aquatic adventure from Activision?	 NEW 9 TOCA Race Driver 2 Codemasters A vast improvement on the first featuring a huge variety of cars and great narrative	 10 Resident Evil Outbreak Capcom The undead just won't stop coming back for more. Shame it has no online mode
 11 Conflict: Vietnam SCI Although this is riding well in the charts, we still don't think it's quite up to the standard of the first two	 NEW 12 Colin McRae Rally 2005 Codemasters The king of rally is back in his finest off-road outing to date courtesy of Codemasters	 NEW 13 Rocky: Legends Ubisoft The legend returns to beat the snot out of Clubber Lang and chase chickens in his spare time	 NEW 14 Club Football 2005 Codemasters More <i>Club Football</i> madness for the hardcore followers of last year's successful series	 15 Spider-Man 2 Activision Spidey is the man! Is there anyone out there who doesn't own this game? Didn't think so...	 16 Driv3r Atari This may have been disappointing, but that didn't stop Atari having a hit on its hands	 17 America's 10 Most Wanted Play It Why on earth are you lot buying this game? For the prize money? Crazy fools!	 NEW 18 Star Ocean: Till The End Of Time Ubisoft Ubisoft's epic sci-fi RPG from the makers of <i>Final Fantasy</i> is destined to become a classic...	 19 Tiger Woods PGA Tour 2004 EA Sports 2005 is already on the shelves so next month should see it cause trouble in the charts	 20 Harry Potter And The Prisoner Of Azkaban EA The boy wonder returns in the darkest <i>Potter</i> adventure so far. Be very afraid!



Budget

Can't afford to splash out on a full price title? Fear not, because all of these classics are now available and you'll get change from a £20 note!

1	—	The Simpsons Hit & Run	Vivendi	6	▼	The Sims: Bustin' Out	EA
2	NEW	Sonic Heroes	SEGA	7	NEW	Soul Calibur II	EA
3	—	Need For Speed: Underground	EA	8	▲	The Sims	EA
4	—	Medal Of Honor: Rising Sun	EA	9	NEW	Finding Nemo	THQ
5	▲	Grand Theft Auto: Vice City	Rockstar	10	NEW	The Simpsons: Road Rage	EA

FUTURE SHOWCASE

ALTERED BEAST **March**

Old-skool gamers out there will remember this 2D side-scrolling beat-'em-up from way back in the days of the Sega Mega Drive - and now it's receiving a flashy 3D makeover. In it you take on the role of a covert military operative investigating a deadly genetic outbreak in a small West Coast town. Once you arrive things start to go awry and your mission turns into a grizzly battle for survival against unspeakable horrors of the night. Your only chance for survival is to embrace your demonic gift - the ability to transform into creatures of the night including a werewolf, dragon and Minotaur. Here's hoping it turns out to be as cracking as the original!



FAR CRY INSTINCTS **March**

After redefining the first-person-shooter genre on the PC, *Far Cry* is set to make its debut on the PS2 in an entirely new game designed specifically for next generation consoles. In *Instincts* you are Jack Carver, a survivalist trapped on a paradise island hunted by a crack commando team of highly trained mercenaries. Utilising your skills you have to outwit the enemy by any means



necessary, which includes setting traps, making long-range assaults and hijacking vehicles in order to survive the brutal onslaught. If *Instincts* turns out to be anywhere near as good as the original, PS2 owners may well have one of the finest - if not THE finest - FPS titles ever on their hands.



TEKKEN 5

The king of fighters returns for the fifth time in what's shaping up to be the ultimate *Tekken* experience. Ten years on from the original debut this latest instalment is kept tightly under wraps as far as storylines are concerned but what we do know is that the developer is attempting to raise the bar in fighting games through its utilisation of endorphin - a unique programme that allows the company to create the most realistic combat actions and reactions at an alarming rate. Now what the hell that means, we're not exactly sure, but it sounds damned cool anyway so we thought we'd mention it. Get ready to crack skulls in a few months people!

February



SUPER MONKEY BALL DELUXE **May**

GameCube owners will be red with anger next year when this PS2 conversion of the party/puzzler hits the shelves. *Super Monkey Ball Deluxe* features 300 stages, 114 from the first instalment and 140 from the sequel, plus there's the welcome addition of 46 - count 'em! - exclusive new levels. Not only

Release list

DECEMBER

Crash 'N' Burn
Eidos
Fight Club
Vivendi
GoldenEye: Rogue Agent
EA
Justice League
Midway
Nanobreaker
Konami
Neo Contra
Konami
Nightmare Creatures 3
Ubisoft
The Mummy: Animated Series
Hip Interactive
Starsky & Hutch 2
Empire
State Of Emergency 2
BAM!
Tim Burton's The Nightmare Before Christmas: Oogie's Revenge
Capcom
Thunderbirds
SCI
Torque
JoWood

JANUARY

Everybody's Golf 4
Sony
Guilty Gear Isuka
Sammy
Mercenaries
LucasArts
Midnight Club 3: DUB Edition
Take 2
MotoGP 4
Namco
SOCOM 3
Sony

FEBRUARY

EyeToy Active
Sony
Legend Of Kay
JoWood
Phantom Crash 2050
Konami
Project Snowblind
Eidos
Samurai Warriors
Extreme Legends
Koei
Shadow Of Rome
Capcom
Spongebob
Squarepants: The Movie
THQ
Tekken 5
Namco
The Adventures Of Jimmy Neutron
Boy Genius: Attack Of The Twonkies
THQ
The Punisher
THQ

MARCH

Ace Combat 5
Sony
Altered Beast
Sega
Astro Boy
Sega
Blood Will Tell
Sega
Brothers In Arms
Ubisoft
Cold Fear
Ubisoft
Death By Degrees
Sony
Destroy All Humans
THQ
Devil May Cry 3
Capcom

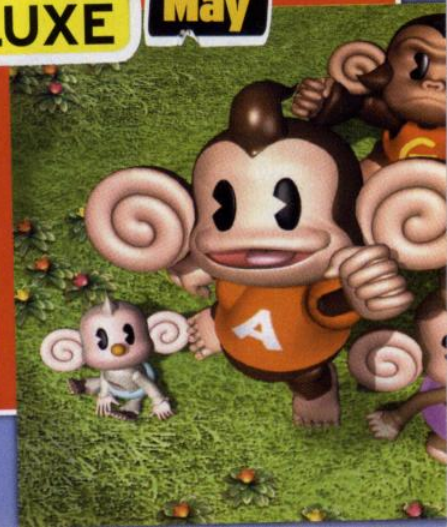
Far Cry Instincts
Ubisoft
Killer 7
Capcom
Metal Gear Solid 3: Snake Eater
Konami
NARC
Midway
Playboy: The Mansion
Ubisoft
Stolen
Hip Interactive
Tak 2: The Staff Of Dreams
THQ
Tom Clancy's Splinter Cell: Chaos Theory
Ubisoft

APRIL

LEGO Star Wars
Eidos
The Warriors
Take-Two
World Championship Snooker 2005
Sega

MAY

25 To Life
Eidos
Championship Manager 2005
Eidos
Commandos Strike Force
Eidos
LA Rush
Midway
Super Monkey Ball Deluxe
Sega
Tenchu: Fatal Shadows
Sega



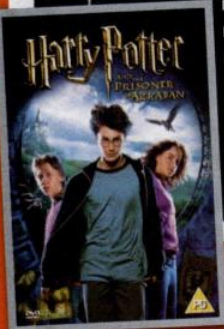
November 19

Games:

Backyard Wrestling 2: There Goes The Neighborhood
Killzone
Mortal Kombat: Deception
Need For Speed Underground 2
SingStar Party
Worms Forts: Under Siege
Smackdown! vs RAW

Harry Potter And The Prisoner Of Azkaban (DVD)

The latest adventure starring everyone's favourite boy-wizard is a much grittier and scarier beast than the previous movies. Just remember to come out from behind the sofa before the exciting climax!



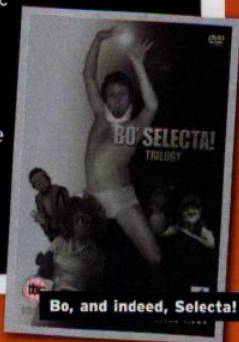
November 22

Bo Selecta Boxset (DVD)

It seems like only yesterday that we heard Avid Merriam say 'Chamone!' for the first time, but there are now three series worth of hilarity to get your hands on...

Nirvana: With The Lights Out (CD Boxset)

Finally, after all the legal wrangling and backbiting, Nirvana's legacy actually gets the respect it deserves with this four-disc boxset of unreleased material including DVD footage and home recordings. BUY.



Bo, and indeed, Selecta!



PlayStation 2

Entertainment Calendar

Looking to be entertained? Here are the movies to watch, the DVDs to buy, the music to listen to and of course, the games to play!

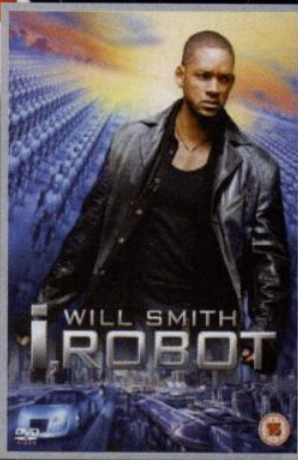
NOVEMBER / DECEMBER						
Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
			18	19	20	21
22	23	24	25	26	27	28
29	30	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15				



December 3

I, Robot (DVD)

Will Smith and a load of increasingly psychotic robots? Sounds good to us and while it might not actually bear much resemblance to the source material, this is still a fine sci-fi romp.



The Incredibles (Cinema)

You can't go wrong with Pixar and the latest reports from the 'States are that it has beaten all past efforts with this hilarious tale of a bunch of ragtag superheroes.

December 6

The Matrix Boxset (DVD)

Still haven't got enough of the classic Keanu trilogy? Well then, what you need is this ten-disc monster set - all three films plus The Animatrix including all the extras that you could possibly wish for.

December 10

Lord Of The Rings: Return Of The King (DVD)

If you've got the special limited edition boxset versions of the first two movies, then you'll want to finish the set with this stunning Return Of The King presentation pack. Lovely.

Blade: Trinity (Cinema)

Wesley Snipes returns in the third instalment of the excellent fantasy saga - expect the same mix of dark humour and plenty of violent deaths. Oh and WWE fans should look out for Triple H too!

November 26

Games:

Prince Of Persia : Warrior Within
The Getaway: Black Monday

Spider-Man 2 (DVD)

The web-slinger spins back into view as the second smash hit Spidey epic hits DVD. Bigger, better and more exciting than the first movie, all super-hero freaks should grab a copy of this!

The Polar Express (Cinema)

So, the Christmas season is very much upon us and that means it's time for a heart-warming fantasy adventure. And Tom Hanks. What more could you ask for this festive season?

Spend Less!

Mental Rental!

Fed up with shelling out 40 notes for a game that you can complete in a few days then getting offered a fiver for it when you trade it in? Or a game that's so infuriatingly hard it could beat down on Mike Tyson, Van Damme and Vinnie Jones with one hand tied behind its back? Well, now there's a service that may just be the answer to your gaming woes. Gametart.com (and no it's not the one you met down the pub last week) offers you the chance to rent as many games as you can handle each month, with no late fees or due dates. Once you have completed a game, or given up on it (quitter!) simply return the game and pick another. So instead of £40 for one game a month you could be paying just £9.99 for as many as your blister-covered thumbs can manage. Alan Rathe, co-founder of Gametart.com explains: "Gamers waste money on bad games and have many old titles gathering



dust on their shelves. With our service, they won't suffer from that, it's new titles all the way".

So this new service may well put an end to the relentless nagging you receive about the amount of cash you spend on videogames. Plus with gametart.com you can rent *Spyro* or *Crash* to keep the kids quiet during the holidays and then when they go back to school (and the lady is out of town) you can simply return said kids' title and rent *Leisure Suit Larry* for yourself - ah, the perfect crime. For more information on gametart and its service go to www.gametart.com.



P2 takes to the streets to check out what the general public have got spinning in their PS2s...

Adam Samson, Age 18

■ So what are you playing on the black box at the moment Adam?
Final Fantasy X 2, it's really not that good to tell you the truth. I thought *Final Fantasy X* was absolutely amazing, but as far as follow-ups go, *FF X 2* is extremely disappointing.

Are there any games you're looking forward to getting your hands on between now and Christmas or maybe into the New Year?
Call Of Duty, the PC version was astounding and from what I've heard of the console adaptations, Activision has done a fine job.

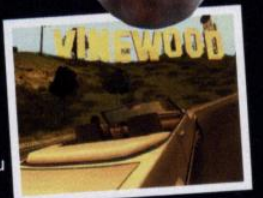
Favourite game of all time?
It's got to be *Final Fantasy X*. Best game around!

Steve Marler, Age 25

■ What game is spinning in your PS2 at the moment Steve?
It's been *Grand Theft Auto: San Andreas*, I've only had it a few days but from what I've had the chance to get through, it's an amazing effort from Rockstar. The atmosphere is bang on, the actors they've secured for the game are perfect and it's enormous in comparison to *Vice City*.

So what's on your Christmas list this year?
Call Of Duty looks like a really solid first-person shooter, so I'm wishing for that one.

All time favourite?
It was *Vice City* up until a few days ago, I'm sure you can guess what's coming next - *San Andreas*.



Thanks to Game Exchange for letting us loiter inside and jump on unsuspecting customers. Pop along to your local store for top deals on new and used PS2 titles!



PS2
PC
Xbox
GameCube
Game Boy
PSone
Dreamcast
Nintendo 64
Retro
DVD

Search: GO!

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28 Apr 2004
Xbox - A blow has been struck against the effort to reduce piracy on home consoles ... [\[more\]](#)
Sony's sales slip
28 Apr 2004
PS2 - It may come as a surprise to many, but Sony has announced big losses in its ... [\[more\]](#)
Be a MC on the PC
28 Apr 2004
PC - If you fancy yourself as a bit of a DJ you may well want to check out the e ... [\[more\]](#)

Game of the Week

Project Zero 2
Like Resident Evil, Project Zero 2 borrows from existing horror conventions but rather than ending

www.totalgames.net

If, after reading this month's issue, you find that your appetite for games is insatiable and you need another fix, shoot on over to www.totalgames.net where there's a mountain of cool stuff for you to have a gander at, including reviews, previews, features, news stories, tips and the chance to check out the P2 team. If that's not enough then we suggest therapy!

NEWS
Want to know everything about what's going on in the world of videogames at this very moment in time? Or what the latest *Metal Gear Solid 3: Snake Eater* screens look like? Then the place to be is TotalGames.net News with its up to minute coverage of all breaking stories as they unfold throughout the day.

REVIEWS
Totalgames.net has got one of the most extensive online review databases, packed with hundreds of reviews ranging from *Army Men* to *Zelda* on all platforms including PS2, Xbox and GameCube.

PREVIEWS
Are you a fan of Konami's *Silent Hill* series? Then you need to check the preview section for all the latest updates and previews on it and every possible game due for release. If it's out there then Totalgames.net has no doubt got it covered.

FEATURES
Want to know what the greatest ever PlayStation2 game is? Got any thoughts on what you would consider the hardest boss fight around or do you think that *Mortal Kombat* has run its course? Totalgames.net is jammed with features covering all of the above and more.

TIPS
Are you about to throw your PS2 out the window because you're stuck on the new *Project Zero*? Don't panic, because Totalgames.net is loaded with hints, tips, cheats and walkthroughs to help you beat those annoying bosses or get past those awkward levels.

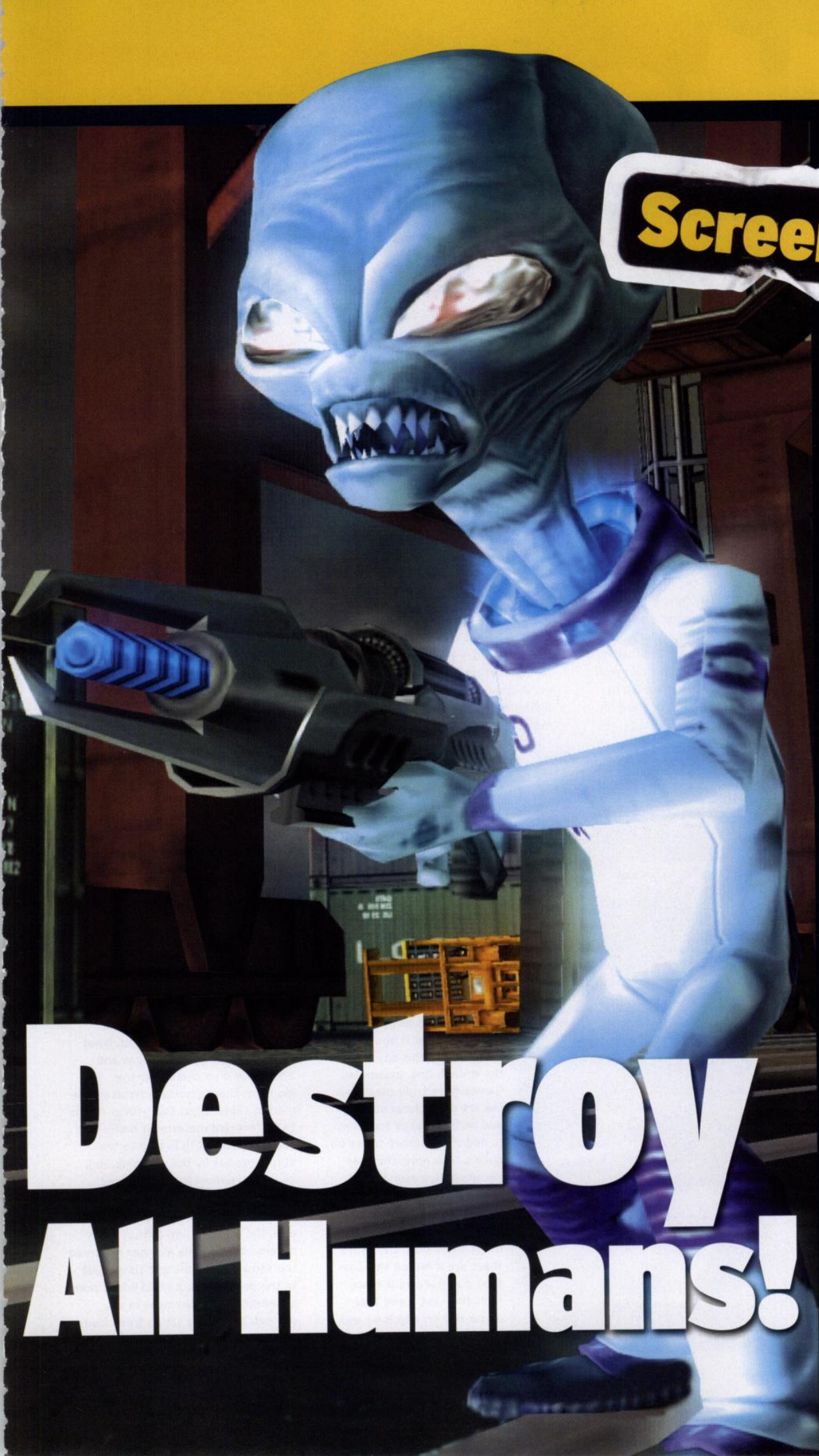
MEET THE TEAM
Want to meet a member of the P2 team and find out what their favourite game is? Check out the team pages where you can read all about the staff behind your favourite magazine.

TOP 20
What do you think is the best game around at the moment? At Totalgames.net you can check out the top 20 games for the PS2, Xbox and GameCube. So could it be *GTA: San Andreas* or *Pro Evolution Soccer 4*? The answers are to hand at the click of a button.

RISE OF HONOUR
SCREEN SELECT Unlimited DVD! No late fees, no due date!
PlayStation 2
PRO EVOLUTION SOCCER 2
Metaphor: ReFantazio
Grand Theft Auto 3

News





Screen Blast

In a reversal of roles, you play the aliens hell-bent on taking over humanity.

Sometimes a game comes along that just takes us all by surprise - *Destroy All Humans!* is definitely one such title. The game takes the usual humans versus aliens storyline and flip reverses it - here you get to star as the invading alien, causing chaos on Earth. You've been sent to this planet to make way for the forthcoming Furon invasion. Your mission is simple - merely sneak around and control humans in order to get into top-secret locations. Then unleash the dogs of war and cause carnage by harnessing human brain stems and ultimately, as the title indicates, annihilating them all.

Luckily our plucky anti-hero Crypto is armed with a selection of devastating alien weaponry with which to eradicate the human menace, all of which have ridiculous names like the 'Zap-O-Matic', the 'Ion Detonator' and the 'Quantum Deconstructor'.

As well as weapons, Crypto also has alien abilities and so can hypnotise humans, snatch their bodies, read their minds and even levitate them.

Destroy All Humans! features plenty of references to sci-fi favourites both new and old, so whether you are an *X-Files* junky or a fan of *The Day The Earth Stood Still*, there will be jokes to make you snigger.

We love what we've seen of *Destroy All Humans!* so far and cannot wait to play the finished game - hurry up THQ, we're ready to destroy all humans! ■

**MIND-
READING,
HYPNOTISING,
BODY-
SNATCHERS!**

Destroy All Humans!

Letters

Send your letters to P2 Magazine, Paragon House, St Peter's Rd, Bournemouth, Dorset, BH1 2JS. Emails to p2@paragon.co.uk

ATARI®

Decisions, Decisions, Decisions

First off, I would like to say how much I love your mag. Secondly, will you please tell me when the real release date for *GTA: San Andreas* is as I've seen loads of different dates. Thirdly, why hasn't *Red Faction 1* or *2* got a two-player co-op mode? Finally I am thinking of getting my dad a good driving game. I am going to get him either *Colin McRae Rally/Burnout 3/Need For Speed Underground 2*, but I don't know which, so I was hoping you would make the decision for me?

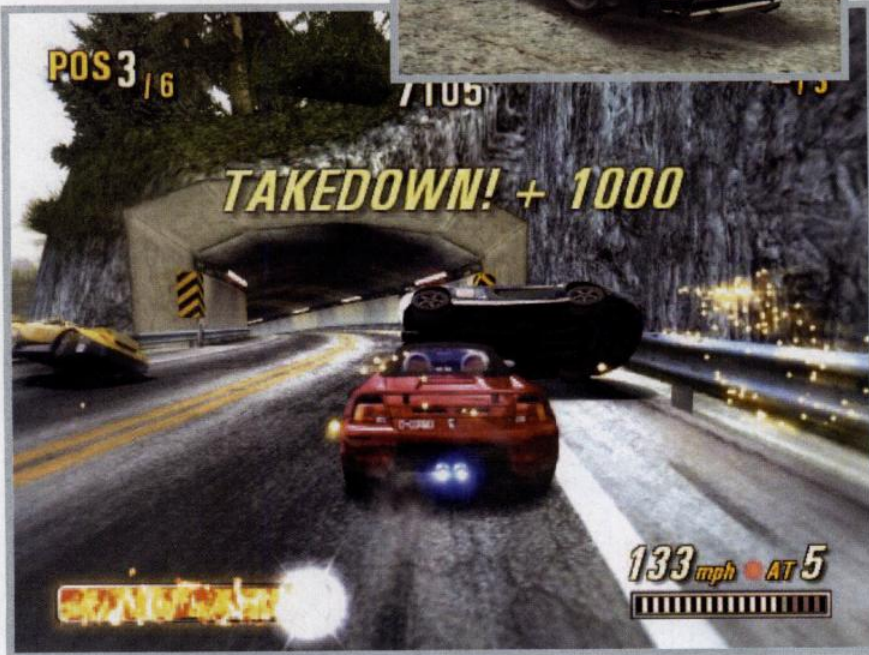
Daniel Marshall, Allerton Bywater

P2: Thanks for the compliment, it's always good to know we're doing a good job. Now to your questions, firstly *Grand Theft Auto: San Andreas* is on the shelves now, we're sure you know that and it's reviewed on page 36 so check that out. As for your *Red Faction* question, the sequel does in fact have a two-player co-op mode, whereas the first doesn't. Either way your co-op needs are satisfied at least once. And you want to know what to buy you dad for Christmas? The answer to that one is quite simple: buy *Burnout 3: Takedown*. Why? Because you will not get a better driving game this side of

Christmas. Ok, so *Gran Turismo* is on the way, but *Burnout* is the fastest of its kind and guaranteed to peel the skin off your face.

In Need Of A Competition

I am writing to complain about the fact that I can't enter any of your fanfrickentabulous goddamn competitions! Can you imagine the frustration of going into one of the numerous newsagents dotted around Galway City, (yes it does exist) spending €7.50 on the glorious eyeball feed that is P2, only to find that people from Ireland cannot enter one of the best competitions of the year? Just think about it. I'm sure that other readers (from Ireland) have met with this f***ing problem. I am going to enter the competitions from now on regardless of your answer.



P2: Now calm down there a minute young fella. There's no need to get your knickers in a complete twist. We do understand your plight and we apologise for the inconvenience. After speaking to Roy about the matter we came to conclusion that it was nothing more than a simple mistake on our behalf. All our competitions are open to people from the Republic of Ireland. Hell, Barry just wouldn't have it if they weren't. So feel free to enter from here on in, and good luck!

The Fate Of Platformers

I absolutely love the *Ratchet & Clank* series (and *Jak* too) and can't wait to play the third one. But when it's time for *Ratchet* to hang up his wrench for good, what does the future hold for platformers? Are there any that can match the creativity of the series? I've been looking and watching for another decent platform game, but they fall short of *R&C*. Once I've played a game that good, any other that doesn't perform to that standard is simply not good enough. Either I'll have to keep on playing them again or perhaps you could give me a hint as to what's coming out in the near future?

Malcolm Bowles, Isle Of Wight

P2: It's hard to say really, we reviewed *Ratchet & Clank 3* one issue ago and it simply blew us away. Roy is fanatical about it and continues to this day to fly the wrench flag. Insomniac Games have truly mastered the art of platform gaming and we'd be happy for them to end the *Ratchet* series on such a high note, they've accomplished everything they set out to do - it's one of the (if not the) finest platformers around. As for other titles from the genre, there are a few on the way that may take your fancy including *Jak 3* and *Take-Two's Scaler*, which we will be covering very soon. So keep an eye out for these



over the coming months and hopefully they should feed your insatiable habit.

Survival Snoring

Am I the only one who is just not scared by survival horror games anymore? I remember when *Resident Evil* first came out and those devil dogs jumped through the window, I damn near had a heart attack, but these days the latest *Resi* or *Silent Hill* epic is more likely to leave me snoring than sleeping with the light on.

What the makers of these games need to do is look at low budget cinema for inspiration - *Evil Dead*, *Blair Witch Project*, *Saw*, that sort of thing, and try and take the genre in a different direction. Are Konami and Capcom now too scared of alienating existing fans by doing something different or do they just not care anymore? I demand to be terrified!

Aaron Presley, Via email

P2: You know, we were just thinking the very same thing. What with *Resident Evil: Outbreak* and *Silent Hill 4* on shelves at the moment, there's nothing fresh on the market these days. Everything seems to be recycled material or half-assed sequels that fail to live up to the standards set by the originals. Hell yeah, we remember being scared senseless by those nasty-ass dogs in *Resident Evil*, and so does everyone else, the problem now is that every developer under the sun has reworked the same scare time and time again to the point where a rabid dog is now a mandatory requirement in any survival horror. As far as fresh ideas go, *Forbidden Siren* is definitely worth a look, whereas although Ubisoft's

Star Letter!

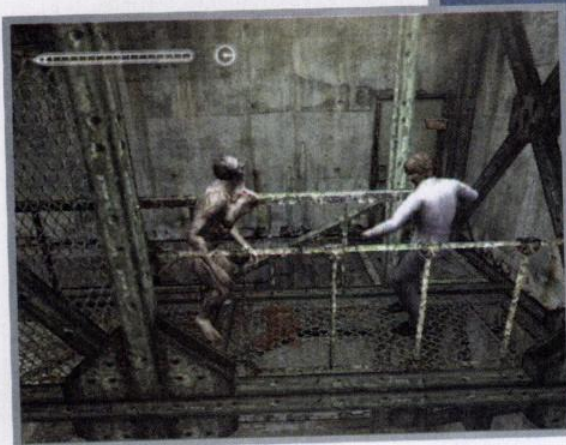
Daylight Robbery

I'm sick and tired of getting ripped off by the game stores when it comes to second-hand console games. I'm an avid gamer and so manage to get through games pretty quickly. I used to find that trading in games was the solution to this problem. You were offered a decent price for the game you were trading and this allowed you to get another. However I feel that things have taken a turn for the worse, as game prices go up, the trade-in prices are going down and game stores are offering as little as £10 or £15 for games that were purchased at full price only a few weeks before and are still in perfect condition. It's not as if the shops charge a great deal less for second-hand games either, they are often sold at just a few pounds cheaper than the new games. I know that the shops have to make a profit but it's getting ridiculous. No wonder there is such a problem with pirated software. Gamers just don't have bottomless pockets!

Adam Keith, Via email

P2: We agree Adam. Some game stores - we won't mention any names here - are just bandits who see kids coming in with a few games to trade in and absolutely rip them off without a second thought, and it's unfair. Sure there are some titles out there that aren't worth very much, but it goes beyond ridiculous when you spend 40 quid on a game and find that the next week you bring it back for a part exchange, and the guy in the store offers you just a few pennies off another title. Something should be done about this, but sadly a lot of these stores operate independently and so pinning them all down to set trade-in prices would simply be impossible. Your best bet is to shop your stuff around and see who gives you the best price, other than that, try kicking up a fuss next time. As for the surge in piracy, we're absolutely not supporting it, but we can kind of understand the temptation to modify your console and then spend just £5 on a new game that costs £40 in the shops. If everyone did this though, pretty soon the games companies would all go out of business and who'd make the games then? That dodgy bloke down the market who knocks out Sony's latest hits from the back of his van? Hardly! Piracy isn't the answer - how about organising your mates to boycott shops that rip you off on trade-ins instead?

Obscure may have its tongue firmly imbedded in its cheek, the game still has its fair share of scares.



TEXTUAL INTERCOURSE

Text P2 on our NEW number:
07708 393252

Keep those text messages rolling in! If there's something you need to get it off your chest, then grab that mobile and drop us a line. We can't text you back personally, but the best of the bunch will be printed here!

CAN U TELL ME IF THE REFS GONNA GIVE A FREEKICK WHEN I CLEARLY GET THE BALL IN PRO EVO 4 LIKE IT DOES IN 3? TA. LOFTY

After conferring with our resident *Pro Evo* expert Mike O'Sullivan, the answer is yes. Sometimes you'll get the ball clean and other times you'll get the ball and end up having a free kick awarded against you. That as they say Loftly, is life.

THERE'S OBVIOUSLY NOT GONNA B A BALKAN WAR-EM-UP. SO PLEASE CAN WE HAVE MORE MONKEYS? A PLANET OF THE APES GAME WULD B THE BESTEST. IT'D B APETASTIC MATE

Maybe not, but we wouldn't rule it out these days. As for a *Planet Of The Apes* game, there is one and it sucked beyond belief. Apetastic? How long did that take you to come up with? So, you like monkeys? Good for you.

MY MATES GOT A DOG WHO CAN PLAY THE PS2! HE LOVES IT - HONEST!

What do you think this is, *That's Life*? Does Roy look anything like Esther Rantzen? [Don't answer that - Ed] Next thing you'll be telling us that his favourite game is *Dog's Life*...

DO YOU HAVE TO BE A GIRL TO BE A SUB EDITOR? OR IS IT THIS JUST THE CASE ON P2?

This is from someone in the office, isn't it? We always take the best man or woman for the job, regardless of gender! ▶

O₂

O2 communications supply to P2 Magazine

Check out the latest mobile games on the O2 Games Arcade at www.o2.co.uk/games

Grand Theft Shenanigans

Hi, I've been a fan of P2 for a long time now and I've got one simple question that I hope you can answer. Why is it that Rockstar games were so cagey about letting you guys play *San Andreas*? The thing is, they know that the game is going to be awesome and everyone will rush out to buy it, so why not let you guys have some hands-on time in the months leading up to the release? Understandably they want to keep certain aspects of the game under wraps, but I'm sure they could at least let you play through the early missions. What are your thoughts on this matter?

Ed, Via email



P2: Ah, the age-old question posed once more not by ourselves, but by a reader. We like to compare Rockstar to LucasFilm as it seems to be the videogame equivalent of Mr Lucas's production company. When you have a product that is so revered and adored by the masses you too would want to keep as much as you possibly can a secret for as long as is humanly possible. And despite the fact this can be frustrating at times for us in terms of coverage, the end result is always going to be a better one. We get the perfect finished code in our hands and get to have the gaming experience of a lifetime without any sudden crashing or glitches. In the end, we think you'll agree that it does work to our advantage, just read the review and ▶

Letters

Get a Rubik's Cube on your O2 mobile for £2.50: send Game rubik to 80202. Go www.o2.co.uk/games to check phone compatibility and terms.

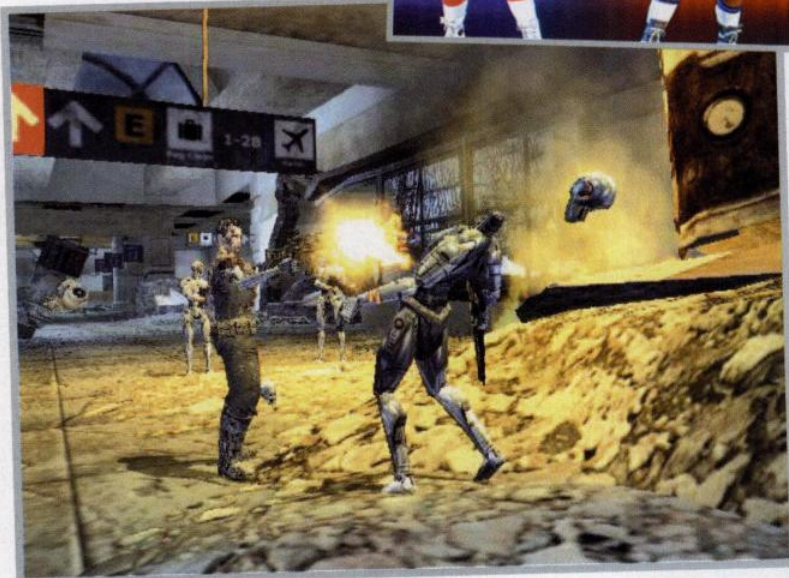
► you'll see what we're talking about.

All Dried Up?

It's interesting and, for me personally, a little annoying how classic films and TV shows get made into computer games decades after they were first out. I'm talking about games like *Rocky*, *Terminator*, and more recently *Fight Club*. I'm not knocking the games themselves but don't you find it sad that today we have to take inspiration from old ideas as though there is nothing worth making a game on unless it's already been tried and tested? Haven't game designers got any imagination of their own these days? Making compilations of old favourites like *Midway Arcade Classics* a good idea, but taking old concepts? I just think it's laziness.

Sarah, Via Email

P2: Sarah, it's a sad fact that games companies are taking old ideas and revamping them for next generation consoles, but it seems to be the safe and bankable route these days. It's not just the gaming industry though, damn, take a look at what's coming out of Hollywood these days. It's either a remake of a classic film, television show or a comic book/video game adaptation. The creative pool, it would seem, has all



FREE GAME!

(Almost) every letter printed wins a free Atari game!

Thanks to Atari, every letter we deem worthy in P-Mail earns a fantastic game from its current line-up of blockbusting titles, selected in classic 'lucky dip' fashion. So send us your scribbles and let the P2 community know what's on your mind. If we decide you haven't really got anything to say and are just after a free game, you'll end up in the Losers section. So put some thought into it! P2 reserves the right to edit readers' letters and regrets that we can't enter into individual correspondence (although Roy might well email you if he's feeling bored).



In the event that the games pictured here become unavailable, we reserve the right to supply winners with a game of equal value.

ATARI

WHEN IS GTA: SAN ANDREAS COMING OUT IN THE UK? I HEARD IT HAS BEEN HELD BACK A WEEK

Well it looks like your lucky day, because *Grand Theft Auto: San Andreas* is reviewed on page 36 and already out in the shops. We'd bet our bottom dollar that you've already got a copy by now, so enjoy.

ROY IS A REAL HOTIE. HAS HE GOT A GIRLFRIEND? IF NOT CAN I HAVE HIS NUMBER? ROXY

No, the man is young, free and single, unfortunately we can't give you his number but you could try sending him an email and see what happens. (PS: Are you sure?)

WANT 2 SAY THE NEW FFA IS THE BEST 4 A LONG WHILE. YET THERE ISNT 1 DECENT CAMERA ANGLE. WOTS GOING ON THERE? MIKE

There is actually, in fact there's more than before. All you have to do is venture into the options menu and change things to your preferred angle. Hope this helps.

WHERE CAN I GET A LIBERTINES T-SHIRT LIKE KENDALL'S? IT MUST BE MINE! FRANCESCA

You can try the internet, or if you can sneak into Kendall's wardrobe, you're guaranteed to find a mountain of Libertines t-shirts there.

WORMS! WORMS EVERYWHERE! THE WHOLE WORLD IS BEING INVADED BY WORMS! BE VERY AFRAID! BOBO

Let's see... either you've been playing WAY too much on one of the *Worms* games (presumably *Worms 3D* as *Forts* isn't out quite yet) or you're just a total loon. Or possibly a bit of both...



www.totalgames.net/forum

Topic Starter: Copy Playstation Games

MalcolmIowing
I'm a new Playstation2 owner. Today I bought a bunch of copied Playstation Games on CD-R's at a boot sale. However when I load these in the Playstation2, it asks me to insert a Playstation or Playstation2 format disc. Is there a trick/knack to loading copied games or have I bought a load of useless discs (serves me right I suppose)?

Kidderz
Getting a bloody mod chip might help...

MalcolmIowing
What's a mod chip? Where do I get one? How much should I expect to pay? What do I do with it when I've got it? Sorry but I told you I was a new Playstation2 owner.

Seto
All of those question yield tons of results with Google, if you don't even know what a modchip is I wouldn't bother trying to install one, chances are you may render your PS2 unusable.

SuperAI
Doesn't it involve soldering stuff together; you'd be brave to do it

Weow
Good luck finding somewhere to mod your console. Being as it's illegal now. Apparently the easiest way is the flip top mod. Or buying real games!

Fight Of Foo
Apparently it's not illegal to mod your PS2, as it's your possession and you can do whatever you want with it. It's also legal to actually copy games, it's just illegal to sell them.

Weow
That's actually not true. Shops cannot legally sell you or offer the service of a chip that allows you to play back-ups or even imports. This happened fairly recently.

Koffdrop
The judge in the case, Mr Justice Laddie, ruled that Mr Ball had acted unlawfully in selling the chips, and went on to state that the use of the chips, advertising them or possessing them for commercial purposes are also illegal.

Topic Starter: PS2 Anticipated Games

Strife
What are the most anticipated games for the PS2 over Christmas and onwards? I say this because I've just bought one and wasn't aware of the games to expect soon.

Koffdrop
For me, *MGS3* (in Japan) - as I love the utter tosh of their stories wrapped up in some wonderfully executed camera work and technical skill. I heard there's some playability in there too.

I wouldn't be at all surprised to find that *Grand Theft Auto: San Andreas* is at the top of a lot of people's lists and does the best over the festive period - available Oct 24th. And perhaps *Killzone*. But I'm not sure if it's due out by Xmas.

Ice 9
Last I heard *Killzone* was out in October but in the back of this month's Games TM it lists *Killzone* under next year. Hmmm.

The only game I'm really looking forward to is *Ratchet and Clank 3*. I have enough others to play at the mo so I think that'll be all I'll get.

Czanthor
I personally am looking forward to *San Andreas* and *PES4*, as well as the multitude of SNK titles that are supposed to be getting a PAL release soon.

The Dark One
FF12
And *Killzone* looks good.

Strife
When is *FFXII* coming out and is it going to be like *XII*? ie all online or is it going to stick to the original structure? I don't know much about it but the trailers/screens I've seen look really good.

Czanthor
FFXII is going to be a single-player FF. The game will be released Spring 2005 in Japan and Autumn 2005 in North America. The PAL release should come some time around Christmas.

The Dark One
That's ages away!

O2

but dried up. We need some fresh talent and innovative ideas very soon or the whole industry is just going to continue to be flooded with licensed material and 'safe' sequels. In *Rocky's* defence though - it was bloody great!

Spare Parts Not Included

I used to love my PS2 but recently I've started getting a Disc Read Error on some of my games. I've tried cleaning the discs and have even forked out for a lens cleaner but nothing works. The console is well out of its warranty and it looks like I'll have to buy a new one or get it repaired if I ever want to play half of my games collection again. Before you say it's my fault for mistreating the PS2 let me tell you that it's hardly moved since I first bought it and I've never dropped it or spilled anything on it. I seem to remember the PSone had similar problems once it reached a certain age. Why does Sony continue to use the cheapest materials and shoddiest build quality? My Xbox gets heavy usage but I've never had a problem. Is it likely the PS3 will have similar Disc Read Errors a couple of years into its life? If so I may have to give it a miss.

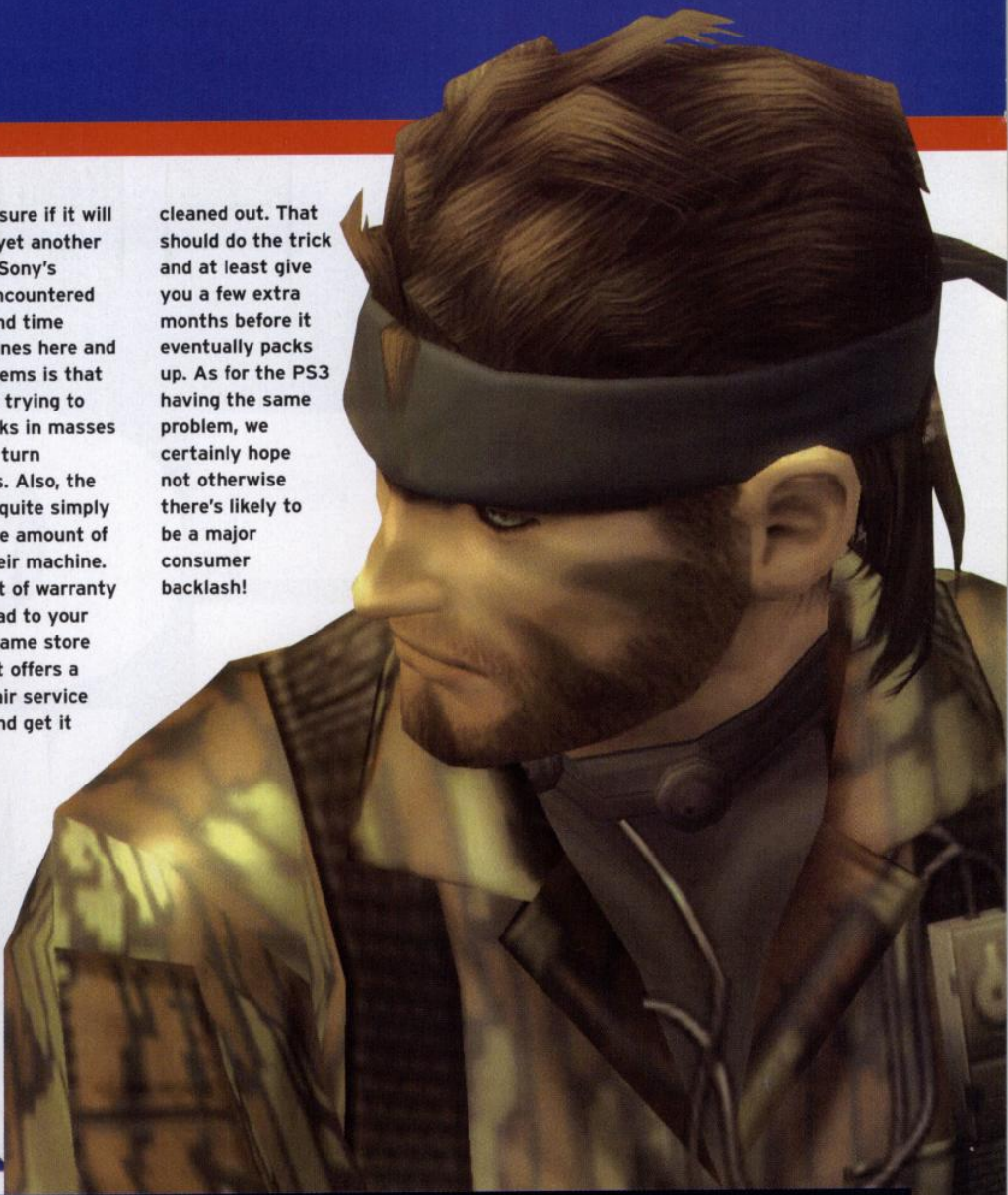
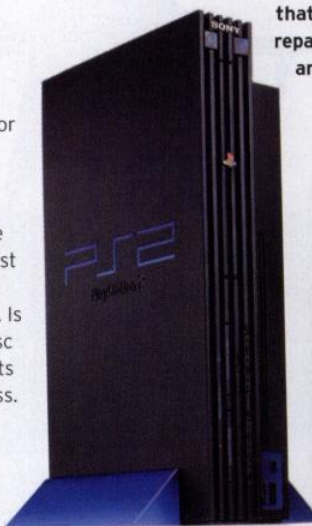
Regards, Juan King

PE : We have spoken to so many people about this matter

over the years, we're not sure if it will do any good going off on yet another rant about the quality of Sony's workmanship. We've all encountered the same problem time and time again with our own machines here and at home. One of the problems is that the fan on the PS2, while trying to keep everything cool, sucks in masses of dust and grit, which in turn attaches itself to the lens. Also, the parts in the machine are quite simply unable to keep up with the amount of hours gamers put into their machine. Seeing as your PS2 is out of warranty we would suggest you head to your

nearest game store that offers a repair service and get it

cleaned out. That should do the trick and at least give you a few extra months before it eventually packs up. As for the PS3 having the same problem, we certainly hope not otherwise there's likely to be a major consumer backlash!



LETTERS PAGE LOSERS...

The mailbag used to bulge with a multitude of less-than-creative letters consisting of just a couple of mindless sentences and a plea for a free game, and as a result we decided to take a tougher stance. We want to reward those who put a bit of thought into what they have to say, so now if you write a crap letter you become one of our 'Letters Page Losers' and win nothing, while the writer of the Star Letter wins the game you would've got. We're harsh, but fair...

A Bit Too Heavy On The Metal

Yo Planet! First off your mag kicks ass! Secondly I'm wondering if you can give me a second opinion. For two years now I've been engulfed in the world of *Metal Gear Solid*. I've played it, read it, researched it, and even acted it out (in moderation of course). Believe it or not, I've completed both *Metal Gear Solid Substance* and *Sons Of Liberty* at least 40 times on European extreme. However, this isn't the problem.

The problem is that my bloody mates are always on my case about this being an obsession and they think that I need therapy. I do have a social life but when I play, I play hard. What do you lot think? By the way I cannot wait for *Sneak Eater*... seriously! Peace out.

Alec, Republic Of Ireland

PE : Yet another letter to remind us of the sad truth that Planet Magazine has floated off to the big printing press in the sky. If you could all partake in a moment of silence, it would be greatly appreciated. Thank you.

Well it seems to us Alec that you obviously love your *Metal Gear Solid* games, but we do think you're taking it just a little too far. In fact, you're way out there and really need to take a step back and look at yourself. Acting it?! Now just stop right there. Enjoy the game, play *Sneak Eater* to death when it's released, but that's all. Your

friends are right - get out a bit more, have a laugh and don't play too hard, otherwise you're likely to have a visit from the men in white coats....



Previews

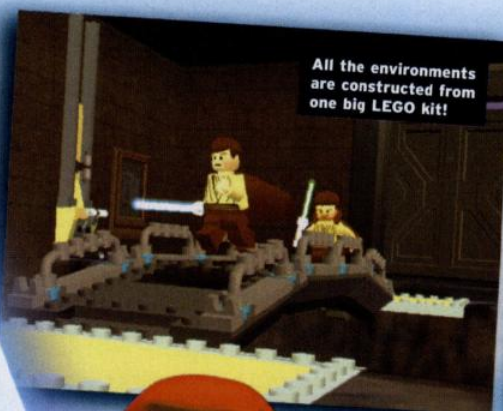


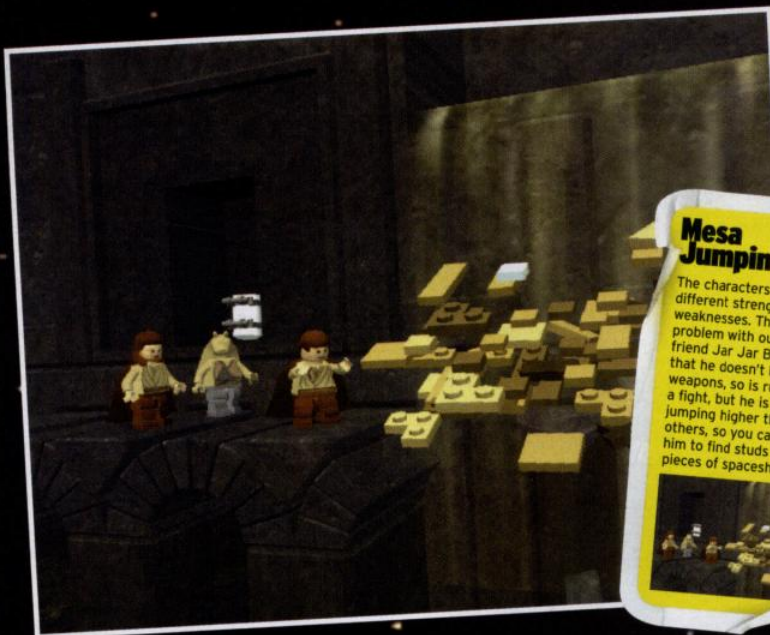
LEGO STAR WARS

EXCLUSIVE

■ Publisher: Eidos ■ Developer: Traveller's Tales
■ Genre: Action Adventure ■ Release: April '05 ■ Players: 1-2

**On Sale:
April 05**





Mesa Jumpin'!

The characters all have different strengths and weaknesses. The problem with our old friend Jar Jar Binks is that he doesn't have any weapons, so is rubbish in a fight, but he is great at jumping higher than the others, so you can use him to find studs and pieces of spaceships.



Use The Force

Naturally there are many places in the game where our Jedi heroes can use their Force powers. Sometimes it will be to open a door, or to create a ledge to jump over barriers, and at other times, it rewards you with Studs.



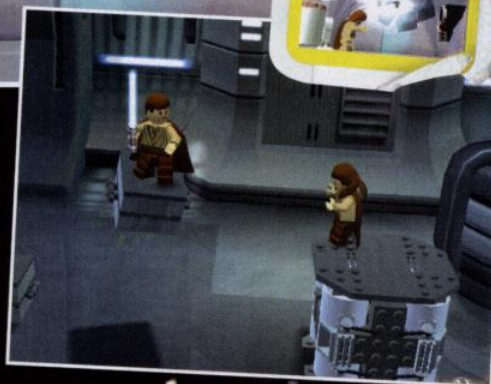
A long time ago, in a toybox far, far away...

Unless you're in a very small minority, you'll be excited by anything with the name *Star Wars* attached. Well Eidos has managed to snag not just any *Star Wars* licence, but the *LEGO Star Wars* one! Sweet! Trust us, once you see the opening scenes of *Episode One* being played out with LEGO characters you'll be as hooked on the idea as we are.

LEGO Star Wars brings together *Episodes I-III* of the *Star Wars* story and there's a full Story mode that allows you to run through the events of the films in order, with all of the major story elements lovingly recreated in LEGO.

None of the LEGO stars talk, so it's a mixture of sound effects and brilliant facial expressions that help tell the tale. The best of these has to be the epic battle with Darth Maul, with the death scene particularly poignant as X's replace Qui-Jon's eyes. Could be the first time we ever shed a tear at the death of a piece of plastic...

As you meet/defeat other *Star Wars* favourites while progressing through the Story mode, they become unlocked in Free Play mode, where you can switch to any character at any point. Some of them are not very useful at all when it comes to combat or speeding through the levels but they often have other uses. For example,



C3PO dawdles through the game but is good for unlocking coded doors, allowing other characters to continue and keep the combat flowing. Others, namely those with blasters, are needed for some puzzles where you need to shoot out targets in order to get to secret areas. Once you've played for a while, you learn who is most



"So we're both clones then?"
"Yup."



"Ah, my evil nemesis!
Or is that nemesisil...?"



"Damn these protective shield bubbles!"

Gotta Catch 'Em All!

Throughout the game, you discover Studs, which you can collect. Gaining this bounty can give you access to new ships and new play areas. Rumour has it that if you collect enough you get the chance to fight a certain Darth Vader...



At The Club

■ When you've unlocked characters, they appear in the bar area at the central hub. Once here, it means that they'll be available to play as in Free Play mode. More violent players can also go up to them and pick fights for no reason!



Previews

What are you waiting for droid?
Blast the bloody Ghungan!



"Er master Obi-Wan... if his
light sabers are *this* size,
how big is *he* gonna be?"



It's a LEGO Jango Fett!
How cool is that?



► appropriate for each task and soon you're
swapping with ease between some of the most
iconic characters in film history.

Of course, LEGO is all about building things, so
there are a number of spaceships that can be
constructed as you play through the movies.
Building these involves exploration as the pieces
are strewn around the levels. Some are simple to
find, whereas others are hidden on high ledges or
alternatively, you may have to use your Force
powers to move objects in order to find that final
piece. Once you've got them all, the ship appears
in your hangar and you have all the *Star Wars*
bragging rights! You also unlock exclusive flying
levels, so it's

worth searching high and low rather than
speeding through the scenes.

LEGO Star Wars excels sonically too - it's the
first time that games companies have joined
forces with Skywalker Studios to ensure that all of
the effects and music are authentic and correct.
That stirring march from the film? Present and
correct. The infamous lightsabre swoosh? Exactly
as you hear it on the big screen!

And it's not all running around attacking the
Dark Side either. Fancy taking part in *Episode I's*
pod racing sequence? It's here in all its glory. Even
though we had early code, the races were fast and
furious and ridiculously addictive.

LEGO Star Wars works best as a co-operative
experience - there are always two players on-
screen at any one time, and a second human

Flying With Spaceships

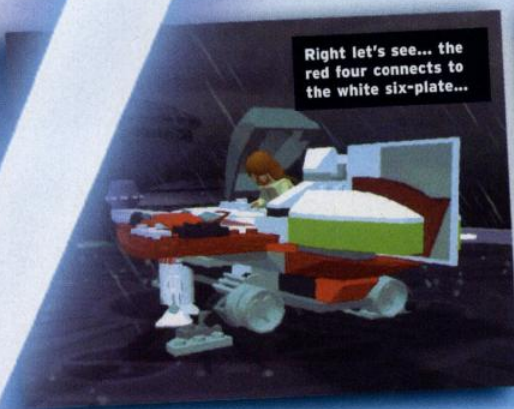
■ All of the spaceships
included in the game
are exact replicas of the
real *LEGO Star Wars*
toys currently available.
They all have the studs
in the right places and
break apart in an
authentic fashion too. At
least there's no chance
of losing the most
important piece down
the back of the sofa...



In the LEGO Star Wars universe,
everyone's as short as Yoda!



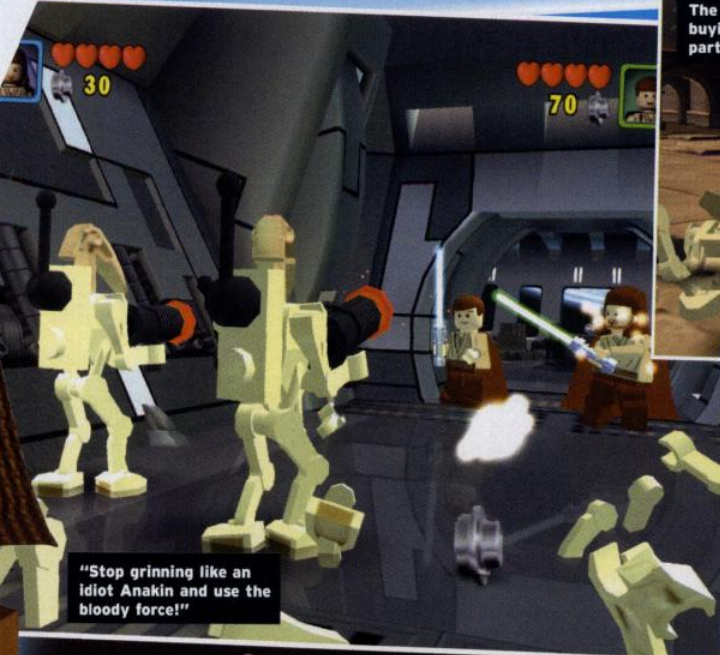
Right let's see... the
red four connects to
the white six-plate...



The bad guys regretted
buying all their droid
parts from MFI...



"Stop grinning like an
idiot Anakin and use the
bloody force!"



The Developer Speaks!

■ We caught up with the guys at Traveller's Tales to find out everything that you'd wanna know about **LEGO Star Wars**...

How long has **LEGO Star Wars** been in development?

A long time! When we decided to tell the whole story of all three movies, we knew it would take a lot of work to make the game as great as we wanted it to be. So we started work with Traveller's Tales at the beginning of 2002.

What areas of the **Star Wars** universe are included?

Each level is based on a different scene from *Episodes I, II and III*, so we travel all over the universe: from Naboo to Tatooine; from Coruscant to the new planets of *Episode III*.

Does it follow the story of any of the movies?

Yes. We tell the entire story of Anakin Skywalker's rise and fall, from *Episode I* to the new movie *Episode III: Revenge Of The Sith*.

Is it tougher translating **Star Wars** into **LEGO** rather

than just converting the movies?

We've had tremendous fun taking the drama and characters of *Star Wars* and adding a unique LEGO twist. It was tough to get our distinctive "look and feel" nailed at first - but once we'd created the rules for the universe, we were liberated to do pretty much whatever we liked.

Is it aimed at a younger audience than most **Star Wars** games?

We know from the showings we've had at Game Stars Live and other events in Europe and the US, that everyone loves playing the game, no matter how old they are. *LEGO Star Wars* is the most successful range of LEGO toys ever, and around a quarter of those boxes have sold to people over the age of 18.

What **Star Wars** characters can you play as?

All of them! There are so many great characters in the *Star Wars* story, and we decided right at the start that we wanted to give you



complete freedom to play with all of them. There are more than 30 playable characters in total, including Jedi such as Anakin Skywalker and Obi-Wan Kenobi; droids; bad guys like Jango Fett and Darth Maul - even the new *Episode III* villain, who's unbelievably cool.

What **Star Wars** favourites turn up later in the story?

Well, we've got everyone so you'll get to play as Mace Windu and even Yoda; as R2-D2 - and, yes, in *Episode III* there'll be a couple of other characters introduced, some of whom are well known already.

What Force powers do characters have?

In our *LEGO Star Wars* world, The Force can do all kinds of things that you don't see in the movies. As well as Force-pushing

enemies, and Force-throwing objects, you can take things apart, move them and rebuild them in a cool new LEGO way. It's a fantastic power which everyone loves playing with.

Will we learn anything about **Episode III** by playing it?

Oh yes. (Grins.)

What are the team's favourite **Star Wars** games of the past?

We have fond memories of *Star Wars Arcade*, obviously. Most of us played a lot of the old LucasArts *X-Wing* and *TIE Fighter* games on PC, which are fantastic.

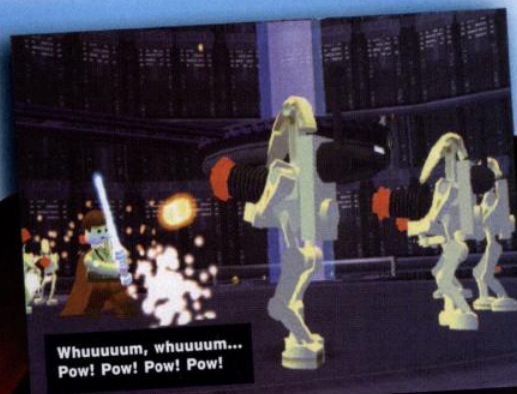
Which is the team's fave **Star Wars** movie? *Episode III: Revenge of the Sith*.

How much Jar Jar can we expect?

Jar Jar is there - and you can treat him however you like!



All the action of the movies, only with **LEGO** characters!



Whuuuum, whuuuum... Pow! Pow! Pow! Pow!

player can drop in and out at will, without any break in the action. It's all about working out the best way to stay alive - one player needs to be button-bashing and removing enemies, while the other opens doors, grabs the goodies and finds the best way to the next challenge. Sure, you can try and be selfish and keep everything for yourself, but you're better off working together!

There are loads more surprises in *LEGO Star Wars*, but many are to do with *Episode III* and so we'll go into these at a later date when Eidos doesn't have them firmly under lock and key.

So... it's LEGO, it's *Star Wars* and from what we've played so far, it's everything that the fans could ask for. To use an overly-quoted line: the Force is strong in this one, oh yes!

First Impressions

We like this...

- It's *Star Wars*, what's not to like?!
- The LEGO universe has been perfectly recreated, it's just like the toys!
- ...but not this!
- Fans may find the style strange after realistic *Star Wars* games
- Older audiences might shy away - but they shouldn't!

As soon as we picked up the pad, *LEGO Star Wars* had us hooked, if you're a fan of the movies then this really looks like an essential purchase. We can't wait!

Hot or not?

11



HOT SEQUEL

**On Sale:
19 Nov**

Tom Clancy's Ghost Recon 2

■ **Publisher:** Ubisoft ■ **Developer:** Red Storm Entertainment
■ **Genre:** Squad-based First-person shooter ■ **Release:** 19 Nov
■ **Players:** 1-2 (1-16 Online)

Do you have what it takes to overthrow a corrupt North Korean general? You do? Then we suggest you read on...

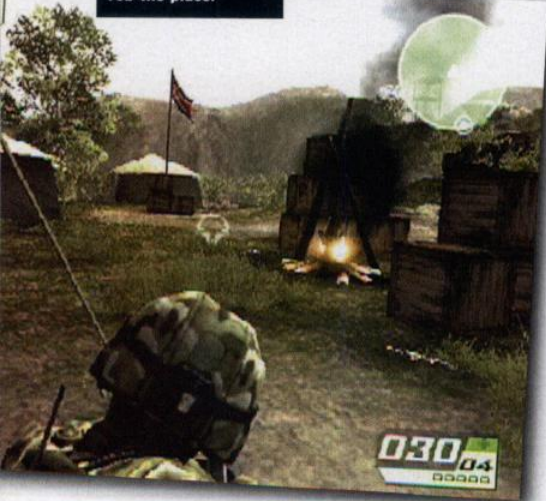
Anyone who sat down to play the previous *Ghost Recon* instalment can safely say that it wasn't exactly all that. The Tom Clancy-inspired title failed to live up to expectations, and instead delivered bog-standard graphics, a lack of any juicy gameplay and also opted to size down your squad in comparison to versions available on other platforms. In a smart move on behalf of Ubisoft, the publisher decided to return to the drawing board and build from scratch a completely new, and vastly improved *Ghost Recon*, which by the time you've read this will probably be on sale. Unfortunately the review code wasn't available before going to press, so you're going to have to wait until next month for the full review. Until then, here's a tasty appetiser...

In a completely different storyline to the Xbox version, *Ghost Recon 2* takes place in the year 2007 (the Xbox version's set in 2011 - see, totally different!) and sees you in the role of Captain Scott Mitchell, leading an elite group of special forces, known as the 'Ghosts', into a battle-ravaged Chinese-North Korean border. At the centre of this chaos is a sinister North Korean general who has launched an all-out attack on the

Chinese, apparently blaming them for the devastating famines that have ravaged his homeland. Using your team, your mission is to cripple the North Korean forces and overthrow the general by any means necessary. This time round there have been a number of changes introduced to the game, including an over-the-shoulder perspective, an easy-access weapons menu and some simple but effective hand signals with which to direct your squad as you see fit. For example, you can send your team in to scout areas or lay down a bed of suppressing fire to keep the enemy at bay while you sneak through, picking them off while they're engaged in a firefight. This does, of course, require time, practice and a hell of a lot of stealth, so using the environment to your advantage is advisable.

For the majority of the game your missions are primarily squad-based, but there are two incidents whereby you fly solo in 'Lone Wolf' mode, which we played a number of times. These involve breaching enemy barracks and assassinating military leaders in a very cold-blooded fashion. It's just a shame there are only two, because while we're all for teamwork, there's nothing like operating alone in the dark with just yourself, your rifle and the enemy for company. From what we've played, it looks like squad-based action fans are in for a treat. The *Ghost Recon* revamp really does set it leagues ahead of Ubisoft's first offering and with the added bonus of online content, all that's left to say is 'ain't war great!' ■

Quick no one's home, rob the place!



P2 First Impressions

We like this...

- ✓ Calling in devastating air strikes to destroy the enemy
- ✓ The M29 high-powered rifle with integrated grenade launcher
- ✓ Simple and effective team commands

...but not this!

- ✗ Not enough Lone Wolf missions

With the graphical polish, enhanced game engine, new weapons and a more comfortable control system, *Ghost Recon 2* is light years ahead of its predecessor.

Hot or not?

6

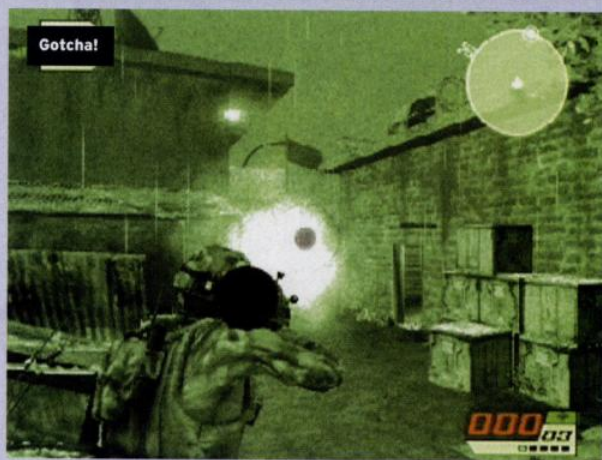
Now who's gonna try and take me on, huh?



Alright, now everybody in for a group hug.



Gotcha!



Can you see me?





Appetite For Destruction

Throughout *Ghost Recon 2* you have the ability to call in huge air-strikes that, if targeted correctly, can level an entire base in mere seconds. Just check out the carnage we caused from this cliff top.



Become The Jungle

From our time spent on *GR2* we learned a few valuable lessons along the way, none more so than using the environment to our advantage. Burying yourself in tall grass or hiding behind rocks is essential if you want to survive.



How much do you think we could get for this on the black market?



Smile For The Birdie

Captain Mitchell's high-powered rifle, the M29, is just the ticket for wiping out opposing forces from a safe distance. One correctly placed shot, and you can count on it being a closed casket funeral for this guy...



It's like a bad trip...

Try getting up from that one.

Grey Matter

A distinct and inventive little touch incorporated into *Ghost Recon 2* by the developer is the blanket of greyness that descends over the screen during a firefight. It's an ideal warning in tight situations, especially if you're patrolling areas littered with cover spots that could be concealing enemies.



Previews

NEW SHOTS

On Sale:
26 Nov

Call Of Duty: Finest Hour

■ Publisher: Activision ■ Developer: Spark Unlimited
■ Genre: First-person shooter ■ Release: 26 Nov ■ Players: 1-12

Friendlier Fire

For the most part you'll be fighting alongside friendly forces. Thankfully they're not completely incompetent in a fight, so unlike other games, you're not left to do all the work. And no, in the version we played you couldn't kill them.



The New Beach Landing

You begin the Russian side of the story as a soldier thrown into a huge offensive. Landing by boat you're required to storm the enemy strongholds alongside hundreds of your own men. Sound familiar? Well this is better...



A free mouthful of used air to the one who can spot Indiana Jones first.

Using such wonders as the Renderware engine this game is able to deliver some stunning visuals.

Go On, Get Completely Tanked Up...

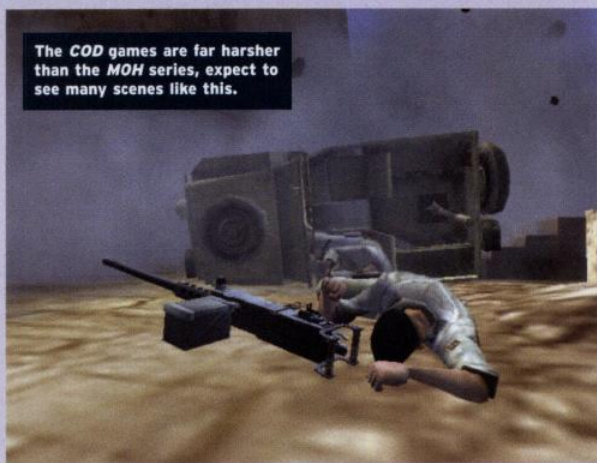
■ It seems as though vehicle-based sections are compulsory nowadays and *Call Of Duty* certainly isn't going to break that trend. We had the chance to play through a level where you have to take a tank on a destruction run of an airfield. You can switch between three views: third-person, turret and mounted machinegun. Fun to a point, but nowhere near as much fun as the on-foot sections. Hopefully this will be tweaked by the time reviews roll around.

Guns And Ammo

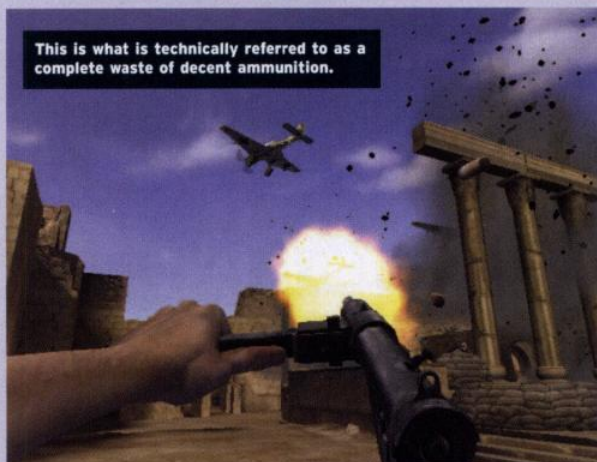
As you might expect, there are plenty of fixed gun placements in the game, loaded and ready to rock. So far we haven't seen any overly nasty set pieces involving them but you shouldn't rule that out completely.



The *COD* games are far harsher than the *MOH* series, expect to see many scenes like this.

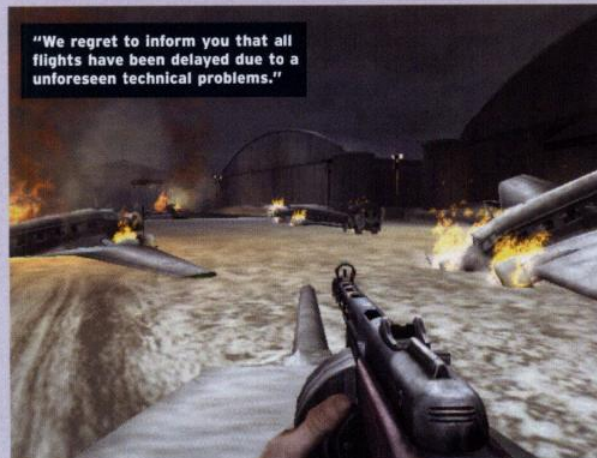


This is what is technically referred to as a complete waste of decent ammunition.



One of the characters you get to play as is a Russian sniper. Yes, we know - she's a girl!

"We regret to inform you that all flights have been delayed due to a unforeseen technical problems."



The kind of call you'd normally fear in real life, but this is a game so it's cool...

When you hear that a development company has been set up by 'ex-employees of X-company' it usually refers to a couple of disgruntled or uninspired individuals, one of whom may well have been assistant to the tea boy. Sometimes it's worth getting excited about but other times it's all a load of hype. You can see where this is going can't you? Yes, the development team behind *Call Of Duty* has been formed from not one, not two but more than 30 ex-members of the *Medal Of Honor* dev teams.

It's no surprise then that this game has a very distinctive feel to it. But if you think you already know what you're getting, then think again. This is no carbon copy. If you've played any of the PC *COD* (stop titting) games then you'll know that there's real quality to be had here. We'd even go as far as to say that this has more to offer than the *Medal Of Honor* series. As a playing experience this feels a lot more like you're taking part in a war. There are far more soldiers running around on-screen, more explosions, more vehicles and, well... more everything!

There's a level early on in the game that involves a 'beach landing' and it only takes a few seconds of this to realise that the developer has a fantastic sense of scale. Turn the speakers up, take in the beautiful music and the endless sound effects and you'll grin from ear to ear. You know, because playing at war is fun. This landing level takes place as part of the Russian campaign, which isn't

something you'd normally care too much about in a first-person war game but the story certainly grabs your attention.

The structure throughout *COD* is especially compelling, as you get to play a variety of characters, all of whom are involved in different parts of the war. This is the perfect excuse for the developer to cover lots of ground all over the world while delivering a twisty plot that manages to hold your interest in-between the mass killing. This also allows the gameplay to switch between huge assault events, stealthy sniper outings and sabotage missions in just the blink of an eye while still keeping the story intact. A win-win situation for both the developer and you.

This should also mean there's plenty of material for some fantastic online battles. Not much has been announced on this front yet but we've been promised lots of team-based games, including the opportunity to play through the main game mission objectives. Something we can't wait to do on or offline. ■

First Impressions

We like this...

- ✓ Huge battles with lots going on
- ✓ Spread across a selection of different conflicts

...but not this!

- ✗ Tank-driving sections are disappointing
- ✗ Too many war games already?

Normally we wouldn't get excited about another war game but *Call Of Duty* has received much praise on the PC. And from what we've played, it's justified.

Not or not?

8



P2 ISSUE 54 Reviews

P2 is the ONLY UK PlayStation2 magazine to give you FOUR expert opinions on EVERY game reviewed...

P2 now uses the official PEGI ratings system (www.pegi.info)

Game Facts

- Codemasters
- Racing
- £39.99
- Released 25 June
- Players 1-8
- Memory card, dual shock, steering wheel, network adaptor

Buy it or rent it?
Within ten minutes of playing this game, the player will have seen everything there is to see. This is therefore one to rent, without a shadow of a doubt.

The bottom line If racing in circles floats your boat then this is the greatest game ever. If you're not American, though, it gets very dull very quickly.



Bigger Than Ever Before

36 GTA: San Andreas

P2 PlayStation.2 Reviews System

This is the analysis section, which tells you exactly what we thought of the game - no holds barred - and contains the individual opinions of four different reviewers.

What the reviewer thought of the game.

What score the reviewer gave the game.

The game summed up in a paragraph. If you can't be bothered to read the whole review (shame on you!) then this summarises the team's views on the title under discussion.

P2 Expert Gamer Panel

- | Roy | Barry | Kendall | Mike |
|--|--|---|---|
| Codemasters complained that with the last edition of this game, all the reviews missed the point and made jokes about 'just driving in circles'. But however technically polished a game is, if the core gameplay isn't fun, in the game you'll be either... | Driving in circles for 500 laps isn't my idea of a good time. It's great to feel the power between your legs and I like a game I can jump right into, but it ended up giving me a headache. If you're an IndyCar fan you'll get it, if not, you'll probably get bored very soon. | In the real world there's a sense of danger. No such thing here; just press X constantly and occasionally hit the brake. While this may be realistic, if you want excitement then you're better off with games that have long and winding roads to race about on... | Scoring this game has been tough for me, because it is without a doubt a decent interpretation of the sport it represents. Unfortunately, that sport itself is inherently dull anyway, and therefore this game suffers in comparison to more exciting racing games. |

Whose opinion this is.

What the reviewer looks like (apologies to those readers of a nervous disposition!)



IndyCar Series 2005

OVERALL: With plenty of other racing games to choose from, it seems us Brits just can't see the appeal in driving round and round in circles. IndyCar fans may like it but the rest of us will stick with F1...

6

The overall score - an average of the individual team scores, rounded to the nearest digit (so 6.5 gets rounded up to 7 and 6.25 becomes 6). An average of four people's views, this is the fairest, most accurate measurement of the quality of a game that you're ever likely to find!



Recommended age range.



Game contains depictions of, or material which may encourage, discrimination.



Game may be frightening or scary for young children.



Game refers to or depicts the use of drugs.



Game contains bad language.



Game contains nudity and/or sexual behaviour or sexual references.



Game contains depictions of violence.

Final Scores

What they mean...

- 10** Stunningly original, games don't get much better!
- 9** A brilliant game lacking only a few minor elements
- 8** Great piece of work in need of the odd refinement
- 7** Fairly good - possibly one for fans of the genre
- 6** Fairly average game that might be worth a look
- 5** Average at best - try before you buy
- 4** Crap game with many problems
- 3** Painful to play, probably not even worth renting
- 2** Diabolical game with nothing going for it
- 1** A travesty. No one should suffer this. Avoid at all costs!

Awards

For games that impress us...

Games that score 10/10 get our hallowed Gold Joypad Award - not many get one of these!

For a fantastic, but not quite perfect game: a score of 9/10 gets the snazzy P2 Silver Joypad Award.

8/10 means a great game that just needs a few improvements - for this, we give out the Bronze Joypad Award.



44 KILLZONE



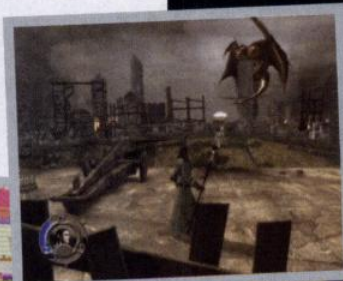
48 LOTR: THE THIRD AGE



60 THUG 2



78 THE GETAWAY: BLACK MONDAY



36 Grand Theft Auto: San Andreas

Even better than Rockstar said it would be!

44 Killzone
Bloody carnage reigns supreme

48 Lord Of The Rings: The Third Age
LOTR RPG FAB

50 Pool Shark 2
Snooker loopy

52 X-Men Legends
Comic brilliance!

54 WWE Smackdown! vs RAW
Wrestle-mania returns for a showdown

56 Ty The Tasmanian Tiger 2: Bush Rescue
Antipodean adventures...

58 Sega Superstars
Mini classics!

60 Tony Hawk's Underground 2
Hawk vs Bam

64 Worms Forts: Under Siege
Worms and weapons, everyone's favourite combination!

66 Forgotten Realms: Demon Stone
Endless fighting and dragons...

68 WRC 4
Drive you crazy...

69 Sly 2: Band Of Thieves
Sly sequel!

70 Leisure Suit Larry: Magna Cum Laude
How rude!

73 Premier Manager 2004/2005
Footie antics

74 Dragon Ball Z: Budokai 3
Easy Japanesey

76 Godzilla: Save The Earth

Godzilla goes all eco warrior on us

78 The Getaway: Black Monday
Wash your mouth out!

80 Crash Twinsanity
That bandicoot's back again!

82 Under The Skin
An alien dons a human suit and goes on a rampage

84 Crimson Tears
Don't cry young cel-shaded creatures!

86 The Urbz: Sims In The City
Live your life in a game

88 Get On Da Mic
You better ask him first though

89 Total Club Manager 2005
Totally football

90 EyeToy: Play 2
Mindbending fun

92 Megaman X: Command Mission
Robotic mayhem

93 Jack Volume 4: Quarantine
It's not over till the fat lady... goes into quarantine, or something...

94 SingStar Party
Party on with Sony's sequel...

96 FlatOut
Put the pedal to the metal!

98 Prince Of Persia: Warrior Within
Gaming royalty

100 This Is Football 2005
Game off...



Reviews

ALDEA
MALVADA

Grand Theft Auto San Andreas

IT'S FINALLY HERE!

On Sale:
Out Now!

The game we've all been waiting for has finally arrived, and it's everything we hoped it would be, and more...

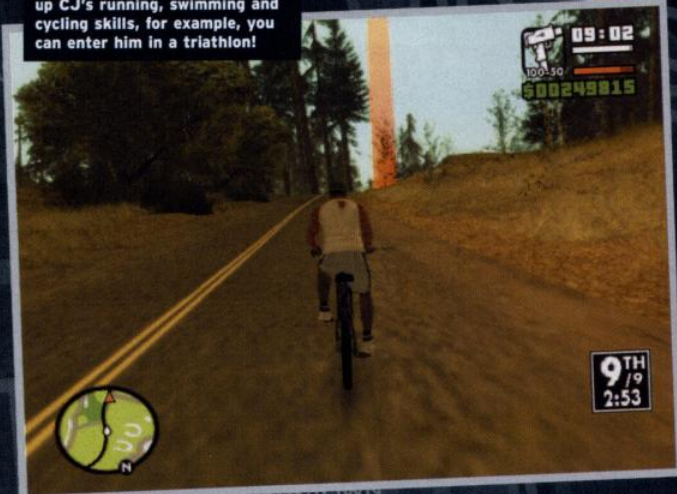


Gold Joypad Award

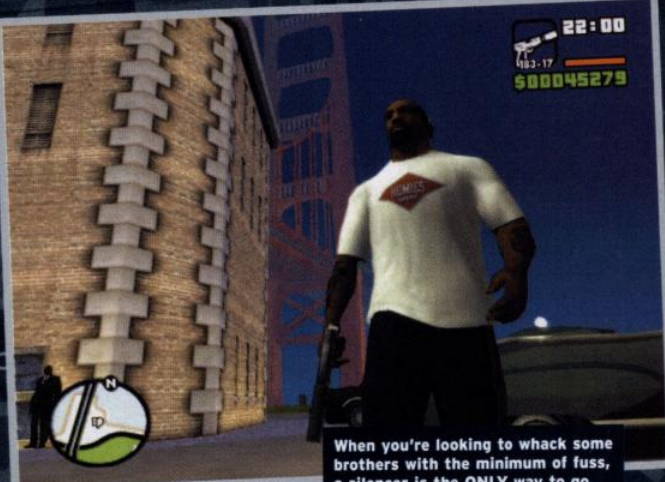
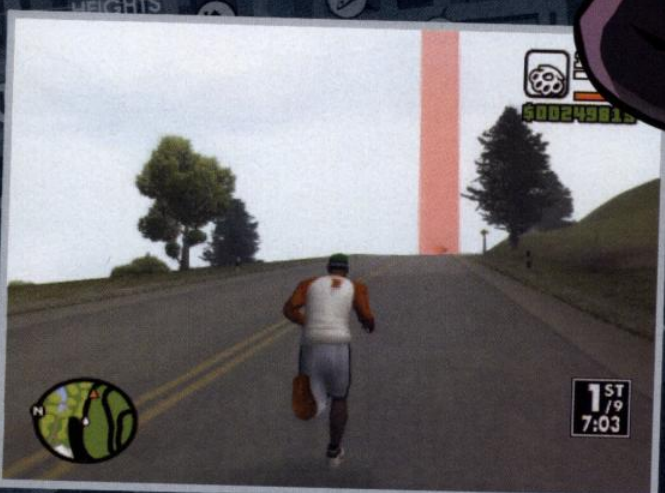


Run into the Water and swim

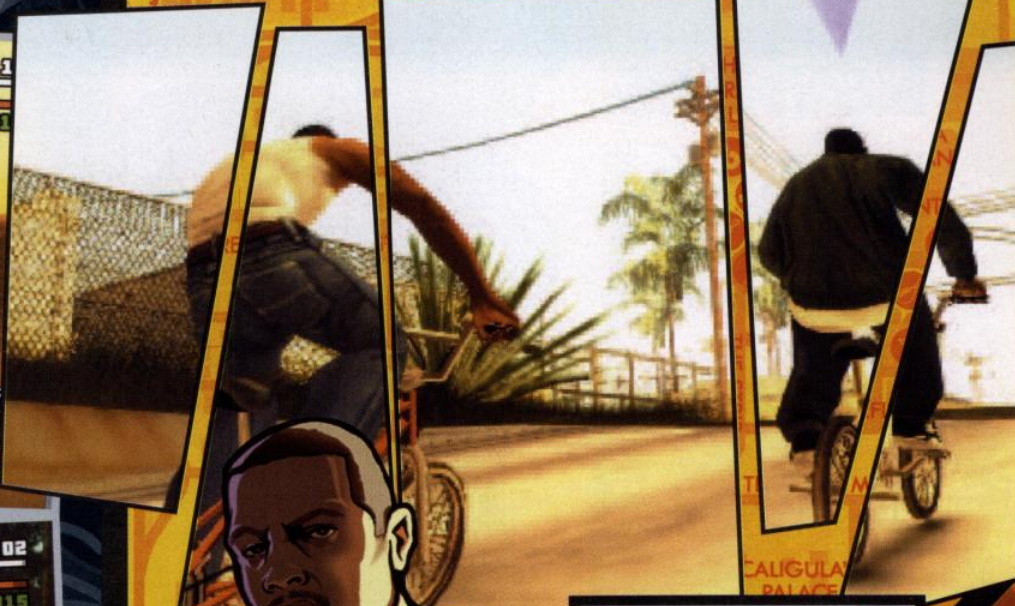
There's so much to be uncovered in this game - once you've built up CJ's running, swimming and cycling skills, for example, you can enter him in a triathlon!



"Grand Theft Auto: San Andreas is a videogame masterpiece"



When you're looking to whack some brothers with the minimum of fuss, a silencer is the ONLY way to go...



Game Facts

- Rockstar
- Action RPG
- £44.99
- Released: Out Now
- Players: 1
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

Are you kidding?! This game is so big that it'll take you ages just to do the story missions. If you want to uncover every secret in the game then you're looking at a playing time of several months. BUY IT!

The bottom line Quite possibly the ultimate PlayStation2 game. If there's anything out there that's better than this, then we don't know about it.



ames have come a long way in the past 20 years. This reviewer's first experience of videogames - outside of an arcade - was as a scruffy nine-year-old, hooked for hours on the adventures of a monochrome, 16-pixel-high miner with 4 frames of animation who had to be guided through 20 single-screen 2D levels, each more challenging - and frustrating - than the last. Anyone who moans about modern day videogames being 'too difficult' should dig up one of the many Spectrum emulators on the 'net, and have a crack at *Manic Miner*. I challenge any of you to get past 'Eugene's Lair' in less than a month without using any cheats.

Now, had you approached that nine-year-old while he was sitting cross-legged in front of a 16" TV for 15

minutes waiting for the aforementioned Spectrum game to load, and told him that in 21 years time he'd be sitting in front of a 38" (remote controlled!) TV set, controlling the actions of a photo-realistic human in a world consisting of detailed, equally realistic renderings of cities and towns, interacting with countless other characters, each with their own personalities and intelligence... well, that nine-year-old would probably have asked you what you'd been smoking. Had not his only definition of drugs been 'the things that you give to sick people in hospital to make them well,' that is.

Yes, videogames have come a long way in the past 20 years. Where once they were created in a matter of weeks on budgets of... well, nothing really - usually just the initial outlay for the system - by individuals in their bedrooms, today development involves massive teams of people, budgets that

Reviews

CJ's Got A Girlfriend!

Yes, build up your sex appeal and you can get yourself a girl! Once you've met her, she needs to be wooed, which means choosing what kind of establishment (bar, restaurant, etc) you think suits her temperament, and giving her the attention she deserves. So if you can't get a girlfriend for real, who cares? Just live your whole life in *San Andreas*, where stealing cars is cool and guns are just a quick robbery (and a trip to the gun store) away...

► can run into the millions, and development times measured in years. The videogame industry now rivals that of the movies for financial turnover, and is big business indeed.

Why all this reminiscing you ask? Well because every so often the videogame industry sees a landmark event, and arguably, this game is one of them. Look at the past year or so and consider *Grand Theft Auto: San Andreas* as, say, a character from the movies. A good analogy would be Godzilla. Why? Well long before Rockstar even announced that they were making a fifth *Grand Theft Auto* game, the signs were there, like giant footprints in the mud - there were the domain names registered by Rockstar, there were the trade ads for new talent to work at Rockstar North. And there were the rumours in the media. A certain rival PS2 publication (thankfully now closed) regularly flagged 'exclusive' news of '*GTA5*', news which every time turned out to be mere speculation, and fairly unimaginative

speculation at that... 'the fifth game will have guns, and, er, cars' - nice one!

And once the official announcement was made (revealing nothing at first but the title of the game and a release date) it all kicked off. To continue the Godzilla analogy, suddenly people (in this case, rival software publishers) were metaphorically running for cover. Release dates shifted forwards and backwards as everyone tried to make sure they weren't in the way when that big lizard came stomping into town. And yet at the same time, the game - like Godzilla in many of his movies - was welcomed, because everyone knew that it would give a substantial boost to the videogame industry. You could even argue that perhaps all of videogame history so far has led up to this moment. So... nothing much to live up to then.

Which brings us to the game. Oh stop whinging, it's not like you don't know exactly what's in it now, is it? If you haven't read at least 50 pages of coverage on the exploits of CJ and the Orange Grove Families in the past six months or so then you really haven't been trying. Surely the only question

Two's Company

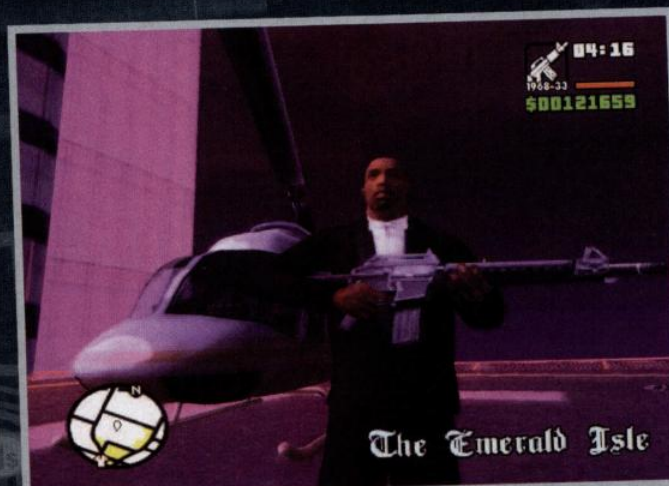
Yes, it's got two-player elements! But note that we don't say a 'two-player mode'. Why? Well like *Vice City* before it, *San Andreas* starts like a movie and you just get straight into it. So when it comes to the two-player sections, before you can play 'em, you've gotta find 'em! Remember the 'rage' skull icons from last time? Well keep an eye out for icons consisting of two skulls and these allow a friend to join you in *San Andreas* for similar rampages, on bike, in a vehicle, or on foot. In the driving (or flying!) missions, one of you drives and one shoots, while the on-foot sections have both of you running around, but on the same screen. So that's a no to split-screen action this time around - soz!



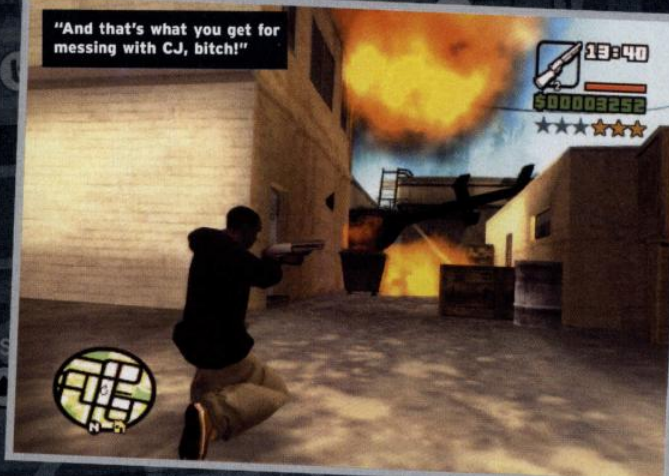
When you're driving the monster truck, even mountains can't stand in your way!



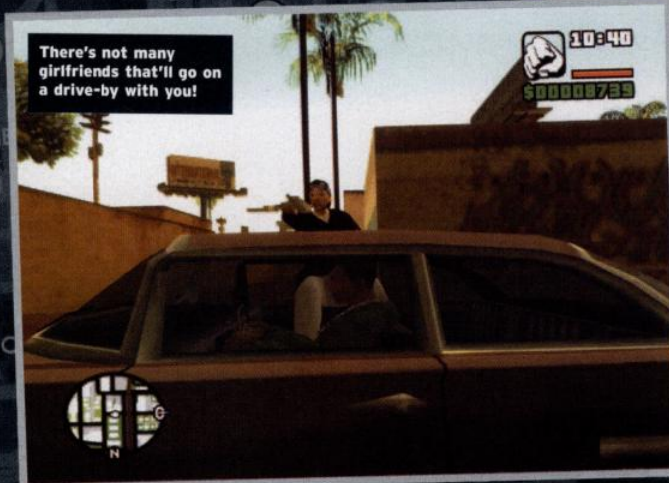
"GTA: San Andreas redefines the meaning of freedom in a game"

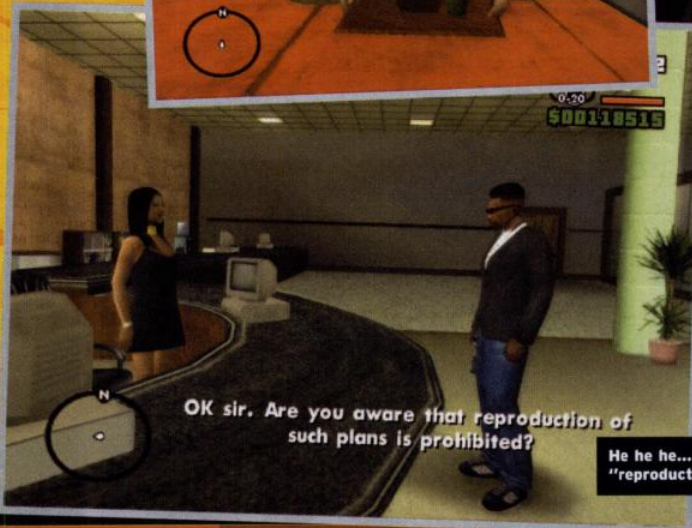


"And that's what you get for messing with CJ, bitch!"



There's not many girlfriends that'll go on a drive-by with you!



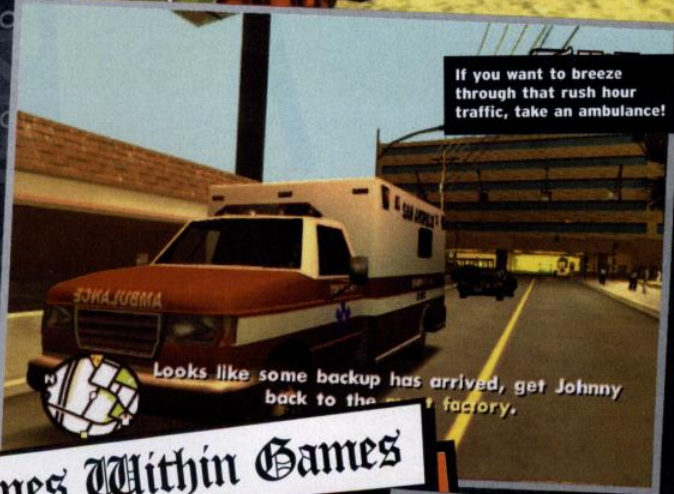
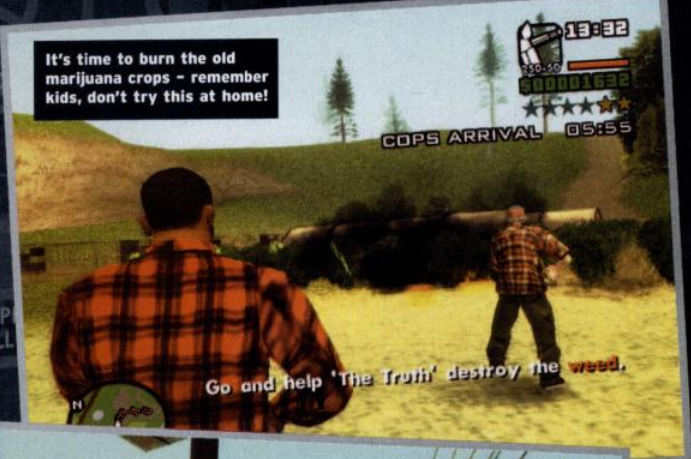
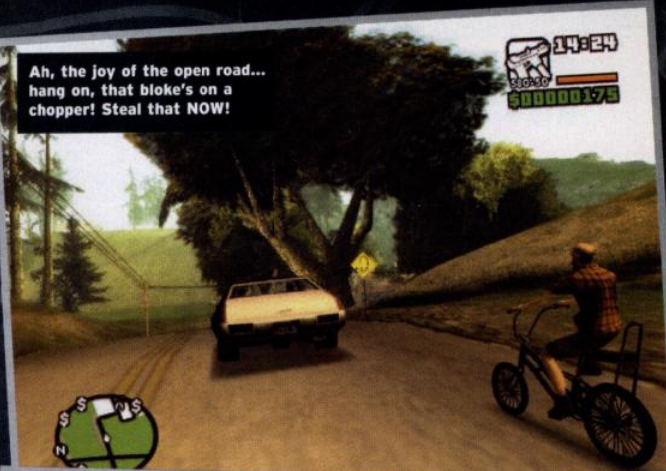


He he he... she said "reproduction"!

that's left to answer here is: does the game live up to all the advance hype? Well yes and no. Because even if you've read everything that has so far been written about this title, then you've barely scratched the surface. All the news on the three cities, the countryside, the gangs, the bikes, the gym, the gambling and everything else might seem like a massive amount of information, but it comprises just the tip of a metaphorical iceberg, and under the water, just out of sight, lurks a huge mass of features, elements and surprises that dwarfs everything that you've read so far. We've seen more in this game than we would ever have believed possible - and we only managed to get about 40% through the thing after five days of - literally - solid play (10 hours a day!) So who knows what hidden delights yet await?

Yes, if there's one thing you can safely say about this game without fear of contradiction, it's that it's BIG. And it really does deserve those capitals. So big, in fact, that getting

through the game far enough to give it a fair review was tricky indeed. In the end, we spent the best part of a week - at Rockstar's behest - ensconced in an apartment in London. And then we got the finished code in and played it some more. Why? Well with a game as important as this, which has so much to it that any number of problems could spoil it for gamers, you really can't make a final judgement without playing it for many hours, and - ideally - checking out the finished code. Something the magazine that ran the 'exclusive' review of *Driv3r* found out to its cost (they omitted to mention many of the game's serious bugs, for those who aren't aware, having been assured that the problems would be rectified by the time the game hit the shops. They were subsequently crucified online by angry gamers). No, for a game which has so many hopes riding on it, we felt it only fair to write the most thorough review possible, and so we made sure that we checked out the finished product - the exact same one that you'll be buying in the shops.



Games Within Games

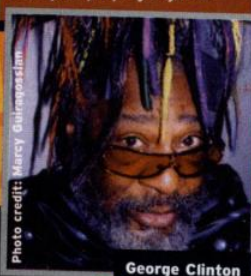
In addition to the multitude of mini-games and side missions, keep an eye out for the videogames in San Andreas. These could be on a console in a safe house, or in an arcade machine in a bar, and they're all pretty-much based on classic games of old (sadly no *Manic Miner* though). Watch out particularly for *Let's Get Ready To Bumble* and *Go Go Space Monkey*.



Reviews

Radio Blah Blah

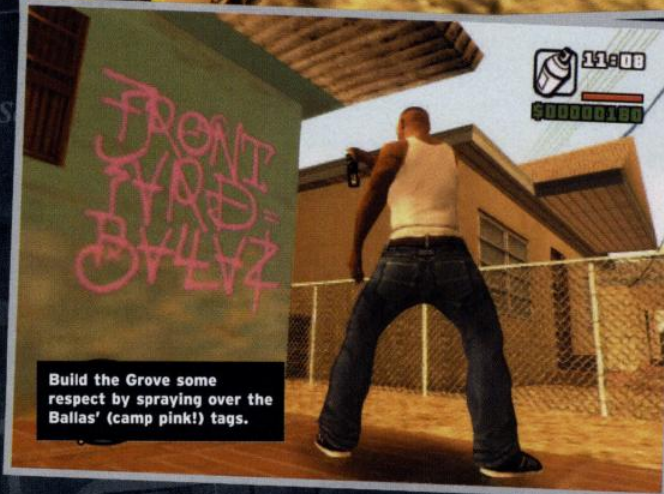
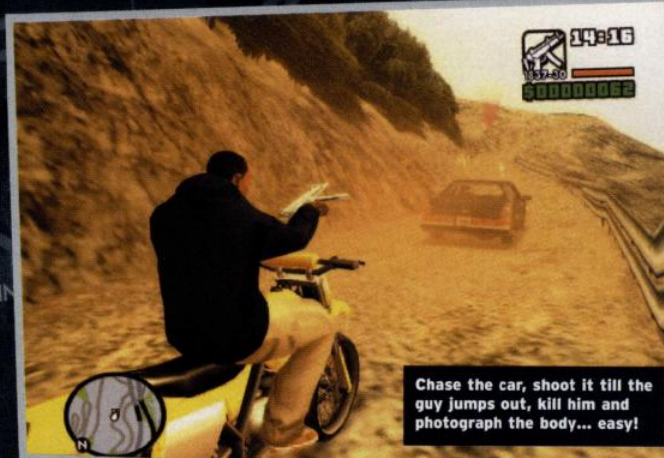
There are 11 radio stations in the game, each with a wide variety of music and distinctive presenters. And this time around, it's not only the characters in the game that have celebrity voices behind them - switch your dial to K-DST, for example, and in addition to some classic '90s rock, your host is none other than former Guns 'n' Roses frontman Axl Rose, just one of the recognisable voices spinning the discs on *San Andreas* radio (others include the legend that is George Clinton and Public Enemy's Chuck D). The radio stations aren't just looped this time around either - as you play through the various missions, you'll notice that the DJs and other personalities on the radio start to discuss events that you've been a part of - the killing of a major crimelord, for instance, or a big heist - and this all adds to the feeling that you're running around in a living, breathing world, rather than just playing a game.



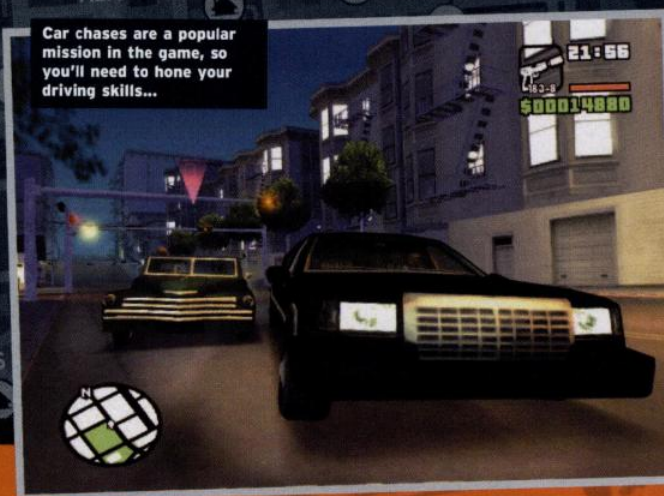
George Clinton



Chuck D



"This isn't so much the PS2 game of the year as it is the game of the decade on any console format, period"



► Now one point to make about this game is that it's clearly a descendant of the previous two *GTA* titles. Which is usually the bit in the review where we say: 'so if you didn't like those, then you probably won't like this'. Except that in this case, that's not necessarily true. For while in the first few hours of play (where you're restricted pretty-much to just the streets of Los Santos) the game might seem to be reminiscent of just a more aesthetically-polished version of *GTA: Vice City*, pretty soon you start to experience things that show you it's more than that. Way more. And this is before you've even got into the countryside, let alone checked out

either of the other two cities. Before you've been on a quad bike, or driven a combine harvester, or stolen a boat, or a helicopter, or been base-jumping... but we're getting ahead of ourselves. For the fifth game in the *GTA* series, Rockstar North has added a whole new dimension to the gameplay - literally. We're not talking about the two-player elements - although we'll come to them - we're talking about an actual new dimension: 'up'. For while in *Vice City* you *could* move 'upwards' in some fashion - via steps, or in the very few aircraft available in the game - this time, 'up' has a whole new meaning. Setting aside the vast array of highly

controllable aircraft this time around (helicopter gunships, WWII fighters and private jets among them) there's the fact that the character of CJ has the ability to climb. It might sound like a small addition, but it changes the way the game works completely. No longer are you restricted to following set paths, now you can hop over walls, climb onto the roofs of buildings... the freedom is increased tremendously. Think of it this way: the map in *San Andreas* is four times the size of the one in *Vice City* - that you already know. But then take into account the fact that you can move

upwards within that map, and your playing area increases by a factor of... well, an awful lot. So there's more territory to explore per cubic foot of map than ever before. But enough about dimensions. What you really want to know is: what does it play like, right? Three words: Like. A. Dream. The control system in this game - although at first seemingly much the same as in the last one - has been tweaked to the point of perfection, something which is nowhere so noticeable as in the handling of the bikes. We don't know about you, but in

Buy This And You Won't Need...



GTA: San Andreas is effectively many different games in one. Which means if you buy it, then just a few of the games you won't need to go out and buy include: **Big Mutha Truckers** - do the trucking missions instead.



Crazy Taxi - do the taxi missions instead.



Destruction Derby Arenas - just attend the Los Santos stadium and do it there!



Space Channel 5 - dance along with CJ's rhythm game in any of the clubs, or strut your stuff at the low rider events.



Freestyle Metal X - go cross-country on a variety of motorbikes in this game!



Dave Mirra Freestyle BMX 2 - hone your BMX skills in a variety of locations, including skateparks!



Manhunt (sorry Rockstar) - GTA: San Andreas incorporates a variety of stealth missions, and uses the same combat system.



Midnight Club II (sorry again) - want to customise and race hot cars? Then do it here!



Any gambling game - go to Vegas and try the slots, roulette, craps and more, or pop into your local betting shop and have a flutter on the horses!

Firefighter FD 18 - just steal a fire engine and do the fire-fighting missions here!

A-Train 6 - do the train driver missions in this game instead!

The Sims - now you can have a virtual love-life and steal cars at the same time!

Lethal Skies II - take to the skies of San Andreas in a variety of different aircraft!

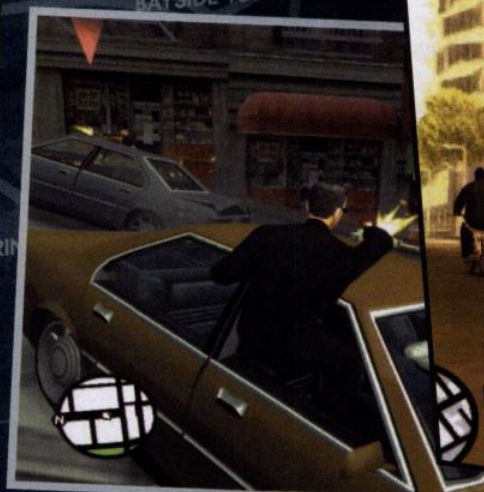
Defender Of The Crown/Risk - build a gang and defend your 'hood' in Los Santos instead.

Freedom Fighters - forget the Russians, recruit your own gang!

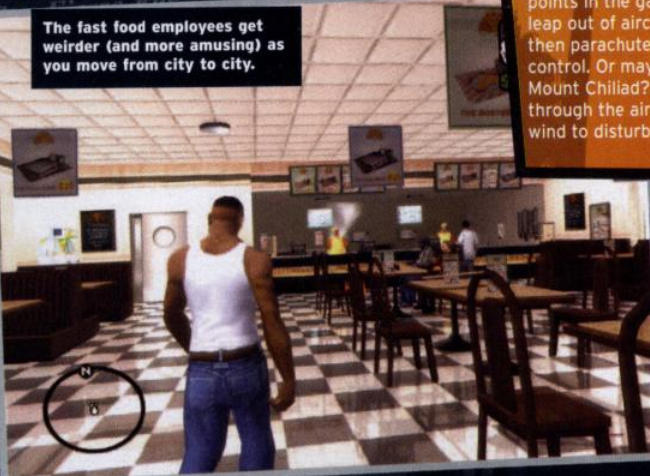
Pool Shark 2 - go to a bar and play the pool mini-game!

Any RPG - enjoy building stats and abilities? Then look no further.

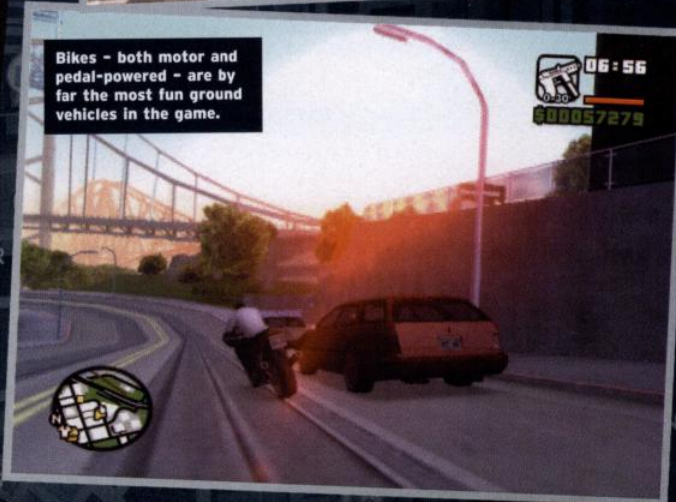
True Crime, Driv3r, etc - sorry guys, but the original and the best just got better!



The fast food employees get weirder (and more amusing) as you move from city to city.



Bikes - both motor and pedal-powered - are by far the most fun ground vehicles in the game.



Might As Well Jump!

One of the many new gadgets is the parachute. Once you've got your pilot's licence, these can be found at many high points in the game (and inside some aircraft) and allow you to leap out of aircraft, sky dive towards the landscape below, and then parachute leisurely to the ground with full directional control. Or maybe you fancy base-jumping from the top of Mount Chiliad? It's surprisingly relaxing, drifting down through the air on a silken canopy with nothing but the wind to disturb you...



the last game the bikes were a novel addition, but... well, not exactly brilliant to control. This time around though, they're amazing. Don't believe us? Wait until you go cross country on a dirt-bike - you won't ever want to drive anything else...

That's not to say that the bikes handle perfectly from the off. No, the bike handling, like the car handling, flight and weapon skills, are all part of the new evolutionary stats system. What this means is that the more you do something - drive, ride, pilot, shoot, etc - the better you become at it, taking *San Andreas* from a great game, to an absolute must-buy.

See, in *Vice City*, if you found a mission tricky, then there wasn't really much you could do about it aside from try, try again. In *San Andreas* though, every time you attempt a mission, you build your stats. For example: let's say you're trying a tricky driving mission, and keep getting killed or busted. Every time you attempt that mission, your driving skill is improving, with the result that the car starts to handle better, and go slightly faster. And this means that with each attempt, your odds of succeeding increase. And if you get fed-up and decide to just go on a random driving rampage around the city, then - unlike in the last game - this benefits

you too, because with each car you steal or pedestrian you waste, you're building your skills.

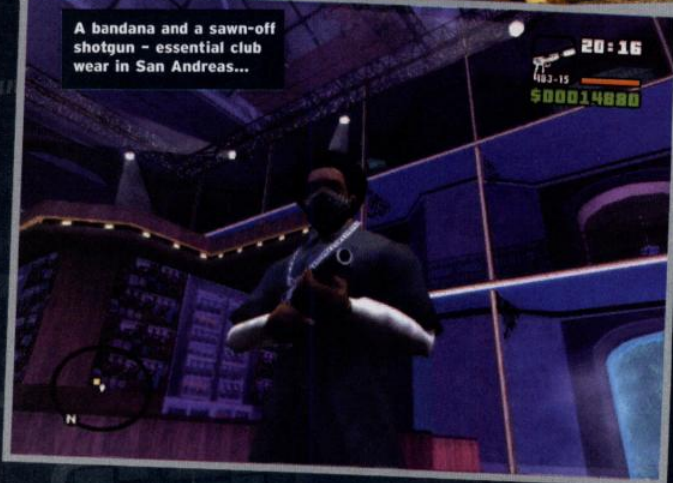
This skill-building is a major part of the gameplay, and it's not just your physical abilities that develop. Build your respect level and you can recruit more comrades to help you in combat. Develop your sex appeal - by dressing well, getting toned at the gym and driving a decent car - and women start to find you more attractive. Which means CJ gets to go dating, and this is almost a game in itself - it's *Grand Theft Auto* does *The Sims*!

The thing you really need to realise about this game is that it's gone from

being simply about stealing cars and shooting people - fans don't worry: there's still an awful lot of that going on - and evolved into something altogether different. If, for instance, at any point in the game you decide to stop doing the story missions, there are countless other things in there to keep you busy. You can try and conquer all the territories in Los Santos for your gang in a *GTA* version of *Defender Of The Crown/Risk*. You can do the usual taxi/vigilante/fire engine/ambulance/delivery missions, or the new trucking missions, or the train missions, or the valet missions. Or there's the street racing. Or the flying contests. Or make



A bandana and a sawn-off shotgun - essential club wear in San Andreas...



"If you don't buy any other game this year then beg, borrow, steal or otherwise acquire this"

Stars In Their Eyes

Rockstar kept very quiet as to the identity of the celebrity voices behind the characters, which is a tad surprising when you see who some of them are. Notable voices include those of Samuel L. Jackson (the man himself!), Ice-T (well, he had to be in there somewhere), Peter Fonda (playing more-or-less the same character he did in *Easy Rider*), James Woods, Shaun Ryder (the one and only!) and Danny Dyer of *Human Traffic* and *Football Factory* fame, reprising his role as *Vice City*'s 'Kent Paul'. Generally, the celebrity talent provide the voices for characters that you meet only in certain cities, or who recur throughout the game, but who aren't around all the time. Those with more screen time are generally less well known - CJ, for example, is voiced by 'emerging' hip-hop artist 'Young Maylay' (aka Chris Bellard). Judging from what we've played of the game though, if Maylay's career in hip-hop doesn't take off, there's definitely a job in acting waiting for him somewhere down the line...



Samuel L. Jackson's character Officer Tenpenny is kind of an corrupt version of the cop he plays in *SWAT*



CIA Agent Mike Toreno is voiced by fast-talking James Woods, seen here in *True Crime* (no relation to the PS2 title of the same name).



CJ: Young Maylay



Peter Fonda's character 'Then Truth' could almost be an aging incarnation of Wyatt, his role in *Easy Rider*.



Kent Paul: Danny Dyer



Madd Dogg: Ice-T



Macca: Shaun Ryder

British Rail

Another addition to the gameplay in *San Andreas* is the 'on-rails' mission style. In these, another character takes the wheel (or handlebars, or joystick) and your task is to be a gunner. You find yourself doing anything from being chased in a car, through riding pillion on a motorbike, to manning the mini-gun on a chopper. Some of these missions require you to hold off enemies until your vehicle reaches a certain point, others - like the first helicopter mission - simply give you the chance to make an on-foot mission slightly easier (the chopper one sees you circling a ship, firing at enemy troops on the deck. Eventually they bring you down, but the more bad guys you kill, the less opposition there is when you subsequently climb out of the water and onto the ship).

► some money gambling in the betting shops and casinos. Or go on vacation with a camera, taking photos of scenic locations and saving them for a holiday slideshow. Or get your hands on a parachute and discover the best locations in the game to base-jump from. Or check out one of the three stadiums and earn cash competing in the various events you find there. Or build your shooting skills at the firing-range challenges. Or maybe you want to spend time just checking out the different clothes shops and the gym, and creating yourself the ultimate CJ.

Or you could spend all your time pimping your ride in one of the garages... the list of activities is seemingly endless!

Rockstar estimates that simply to finish the story missions would take the average gamer around 100 hours. Before we played the game, we were dubious about this, but now we can safely say that that's probably a fairly conservative estimate. And even if you do finish all these missions, you'll still have so much left to see and do that you'll be coming back to this game for many, many, many months. There's so

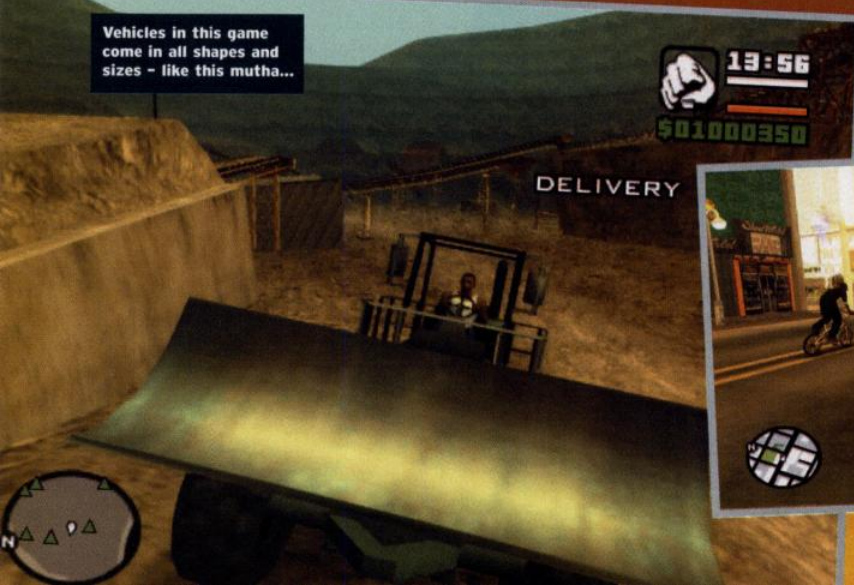
much to it, that if this game cost three or four times the normal RRP of a PS2 game, it'd still represent great value for money. Although hopefully Rockstar won't get any ideas on that score!

So is it all perfect? Is there nothing negative to say about this game? Well we could moan about the insanely hard difficulty level of some of the missions, and the annoyance of repeatedly attempting a multi-part mission only to fail time and time again at the exact same point. But then if the game was too easy, there'd be no challenge, and, as more than one member of the Rockstar PR team pointed out (rather bravely, as at the time we were busy cursing the game, the pad, the PS2 and the world in general and basically just

looking for something - or someone - to hit) you really *do* feel a sense of accomplishment when you finally get past a tricky mission.

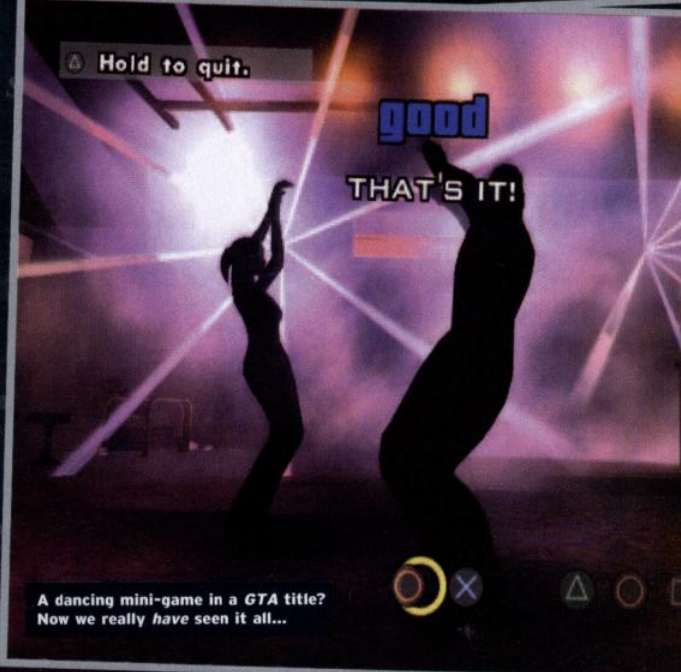
Aside from the difficulty level, graphically the game is a vast improvement on the last one, but due to the massive amount of processing the PS2 is being asked to perform, you *do* still get draw-up. It's never anything vital - usually textures on surfaces, or scenery in the distance - but nevertheless the draw-up is still there. It's clear that Rockstar North has squeezed every last bit of processing power out of the PS2, and if we're going to see a better *GTA* game than this one, it's going to have to be on the next generation of console.

Vehicles in this game come in all shapes and sizes - like this mutha...



Show Me The Way To Go, Homies...

A small, yet incredibly helpful addition to the game is to be found on the map screen. As the territory in *San Andreas* is so big, it's all too easy to get lost, and while mission markers are always shown on your on-screen map, other icons - for places like the pay-'n'-sprays, save points, gun shops, etc - only show up when you get within a certain distance of them. Which is why it's incredibly handy that you can now place a target icon anywhere on the map at will. This proves to be an invaluable aid when you're trying to get somewhere in a hurry and don't want to keep pausing the game to check the main map.



A dancing mini-game in a *GTA* title? Now we really *have* seen it all...

ONE

S

HUNTER

Now before we sum up, one word of warning: this game has an 18 certificate, and it's there for a reason. While we'd never suggest that physical activity in games can influence a person's physical behaviour, after at least 50 hours of solid play, we found that the syntax of many of the characters in the game... well, it kind of gets into your head. So if you're a parent and you buy your ten-year-old a copy of this game, then don't come running to us, to Rockstar, or, indeed, to a solicitor, when your 'little angel' comes out of a marathon game session announcing that he's 'just off to the f*cking playground to whack some mother-f*cking bitches who've been messing with his ho' - in terms of language, Children's BBC this ain't!

That said though - *Grand Theft Auto:*

San Andreas is a videogame masterpiece. Now that your character isn't restricted to just horizontal movement (at least no more than you are in real life) and there's no real penalty for getting killed/busted (you just lose a little cash and any weapons you're carrying) there's real incentive to just cut loose and explore everything. Drive your car off a mountain into the sea? Not a problem, just swim to a boat (yes, CJ can swim) and steal that. Essentially, *GTA: San Andreas* redefines the meaning of freedom in a game. In the final analysis, this isn't so much the PlayStation2 game of the year (although it is, obviously) as it is the game of the decade on any console format, period. If you don't buy any other game this year (and frankly, if you buy this, you won't really need to) then beg, borrow, steal or otherwise acquire this. It's the game your PlayStation2 was invented for... **ROY**

Expert Gamer Panel

Barry

What is there left to say about this freight train of a game that hasn't already been said? Groundbreaking, innovative and a pure pleasure to play over and over again, *San Andreas* is the year's greatest offering. Take a bow Rockstar. Buy this now beeeatches!



Luke

Revolutionary. Superb. Clever. Huge. There are so many words that can be used to describe *GTA: San Andreas* and its incredible freedom that it's impossible to know where to begin. In a word: awesome.



Kendall

Just spent two hours driving a stretch limo, and killing hos to the sound of Faith No More! Blimey, this game's so huge and impressive that I might have to cancel my social life to see all the shenanigans on offer Looking for gaming nirvana? *San Andreas* is it.



Roy

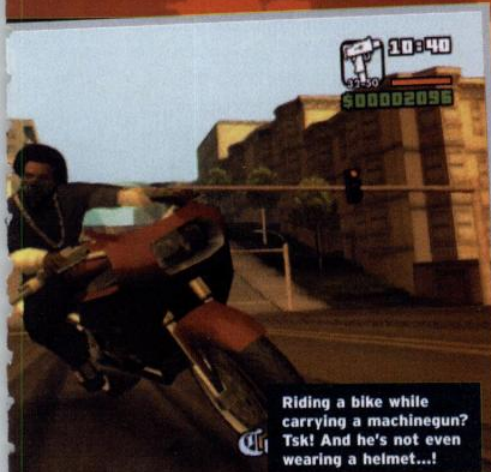
Well if you've read the main body of the review then you'll have worked out that I like this... a lot. It's certainly the best in the *Grand Theft Auto* series and - for me - it's the best videogame I have ever played, period. Buy. It. Now.



GTA: San Andreas

OVERALL: Rockstar has established a game franchise that overshadows all others - we're more than delighted with this mammoth masterpiece. Get yourself down to that videogame store this instant!

10

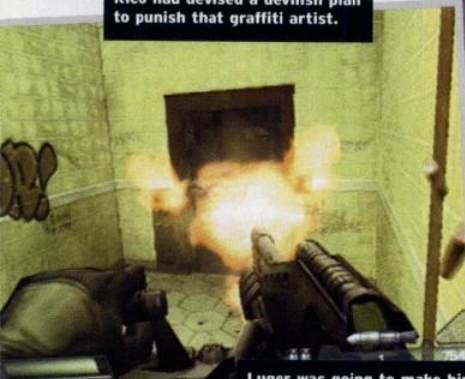


Riding a bike while carrying a machinegun? Tsk! And he's not even wearing a helmet...!

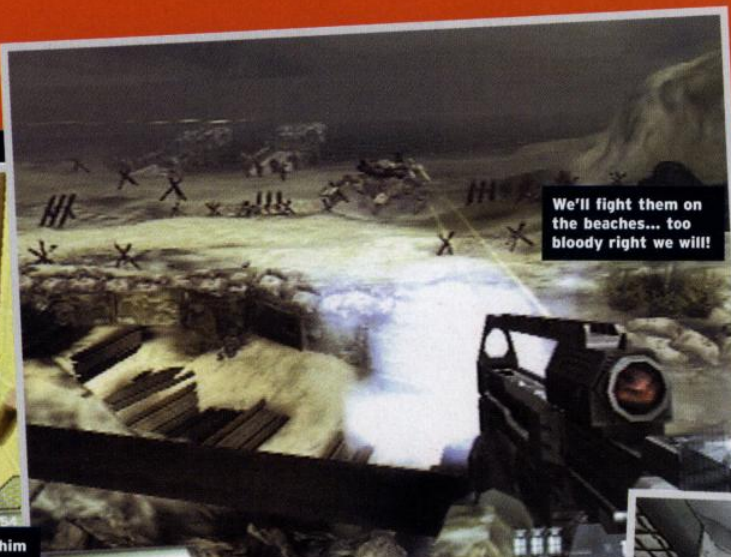
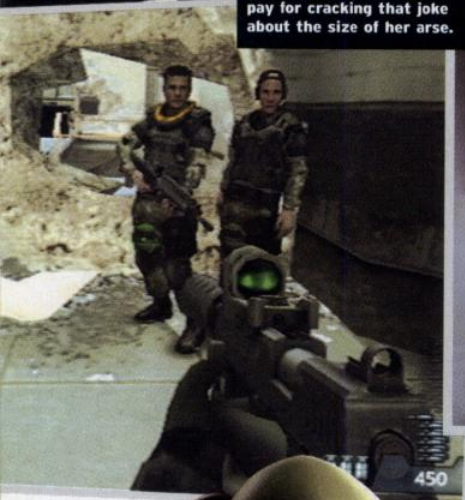


Reviews

Rico had devised a devilish plan to punish that graffiti artist.



Luger was going to make him pay for cracking that joke about the size of her arse.



We'll fight them on the beaches... too bloody right we will!



We'll hold the world to ransom for... one million dollars!

While on a quiet stroll in the park, why not take out some freaky-looking Nazi-boy wannabes?



PS2 Bronze Joypad Award

On Sale:
19 Nov

KILLER GAME

Killzone

When the world comes under attack from a hostile separatist planet, it's time to lock, load and enter... the *Killzone*

Game Facts

- SCE
- First-person shooter
- £39.99
- Released: 19 November
- Players: 1-2 (1-12 Online)
- Peripherals: Memory Card, Dual Shock, Network Adaptor, USB Headset

Buy it or rent it?

There are plenty of hours of play in here, so if you want to unlock the whole team and use all of the weapons then this is an essential purchase.

The bottom line Squad-based FPS set in the near future, play as part of the elite ISA Command to defend Earth against the invading Helghast.



We've had to listen to them for years now (you know who we mean, the ones who need a forklift truck just to move their console) harping on about Master Chief this and Warthog that, and about how *Halo* simply can't be beaten (not even by the sequel if certain rumours are to be believed) but no matter how hard Sony has tried it hasn't quite managed to crack that winning FPS formula. Well, things could be about to change as the long-awaited *Killzone* is locked, loaded and ready to join the ranks of the PS2.

Originally entitled *Kin*, *Killzone* is set in the not too distant future during a period of planetary colonisation when the Helghast, a ruthless separatist faction, launches an attack on Earth. The game begins during the initial onslaught of a small city called

Vecta, as the city's defences fail and the endless hordes of Helghast infantry dominate, you are the last line of defence and assume the role of a captain in an Earth-loyal squad known as the ISA. Your mission begins with the now standard-issue tutorial level, which allows you to get to grips with the control system while you navigate your way through a maze of bunkers and trenches. As the glowing eyes of the enemy pierce the smoke-filled horizon, you quickly become aware of a fact that may hinder your enjoyment of this game - the Helghast army are almost endless in number and can absorb some serious firepower before they even think about taking a dirt nap, which can be infuriating. Your enemy could be staring down the barrel of an anti-aircraft gun and still stay on their feet - a direct headshot



Face Facts

■ Before you enter the battle zone and fight to save the Earth from enslavement we thought it only fair to introduce you to the elite squad you'll be fighting alongside...

Templar: A lean, mean, killing machine. Templar is the first playable character and a good all-rounder in terms of weapons, strength and speed.

Luger: This feisty female means business. With her thermal vision and sniper pistol, one shot from her secondary fire results in an instant kill - we'd really hate to see what would happen if you tried to hide her chocolate...

Rico: With rocket launcher and huge chain-gun, Rico is your heavy-weapons expert and can clear a room full of Helghast in a matter of seconds. Oh, and did we mention that he's harder than a week-old dog turd? [Nice image there - Ed.]

Hakha: A Helghast turncoat who can gain access to secure enemy locations without triggering the alarms - this guy comes in very handy during the later levels. Not bad for a no good splitter!



The boys were beginning to think that the game of football in no-man's-land was never going to happen.



The estate agent had described the property as 'a bit of a fixer-upper'.



If you can find them maybe you can hire... The K-team!



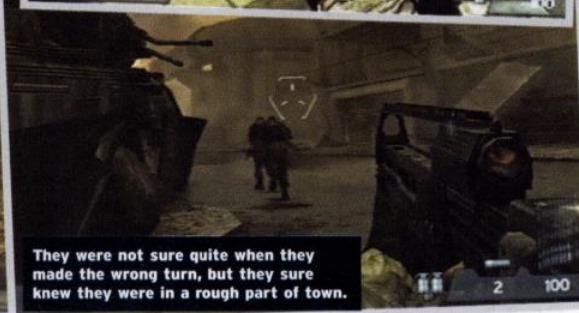
As the Helghast like to say, the future's bright, the future's orange.



Say hello to my little friend! Oh, and to my Gatling gun.



They were not sure quite when they made the wrong turn, but they sure knew they were in a rough part of town.



still leaves them refusing to show-off *Killzone's* rag doll physics. Having said that it's not like you're a soft touch either, you're able to take a barrage of bullets (which you often will) and, as long as you retreat to safety long enough to allow your energy bar to refill, you'll be able to continue the fight. Your health won't always refill totally but you find also first aid packs that do the job.

Don't even begin to think about headshots until you've mastered the targeting system which is sensitive to say the least. We found that it wasn't until we were a few levels into the game that we really got the aim under control - and even then it was prone to bouts of over-excitement. Matters are not helped by the lack of an auto aim. This, however, is not a major drawback as the targeting can be made easier with a quick flick of the right thumbstick, which allows you to zoom in and take out your foes with a little more precision.

Most of *Killzone's* 21 weapons benefit from a secondary fire option, such as rockets or grenades, and it's these weapons that can make the difference between death and glory in the heat of battle as you use grenades to clear a foe-filled room or pick off the last remaining trooper with Luger's sniper pistol. As well as your primary and secondary fire options, *Killzone's* weapon system also allows you to carry three weapons

"The Helghast army are almost endless in number and can absorb some serious firepower"

and switch between them enabling you to adapt to each situation, but once your ammunition's gone, you're forced to drop your weapon and pick up whatever your slain enemies (or comrades) have left besides their still-twitching bodies. It must be said though that despite the fact that the reloading sequences look great, they

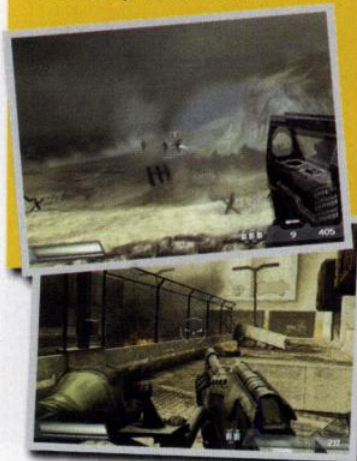
do take some time to complete, allowing the Helghast soldiers enough time to fill you with more holes than Michelle McManus has had hot dinners.

But reload you must, as you'll be doing the lion's share of the work. Your team don't seem as reluctant to die as the enemy, so if you can it's best to hang back a little and let them take out as many Helghast as possible before their inevitable demise,

allowing you to swoop in and collect their swag. If you decide to be the all-conquering hero and try to save them, they thank you by offering to 'secure the area' which basically means sending you on alone while they sit back and have a cup of tea and a biscuit. There's no other real use for your team in the first few stages other than to give you objectives and point you in the right direction, but the situation does improve as you progress to the later stages and start building your squad. As the story is played out you meet up with, and

Location, Location, Location

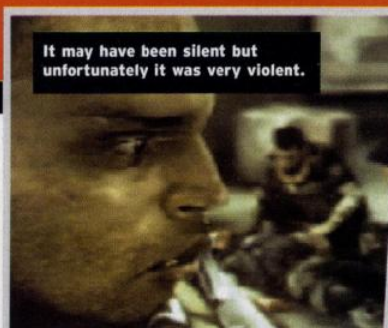
■ The theme for the majority of *Killzone*'s 11 environments is very dark and extremely gritty, with a mixture of greys, browns and pale blues making up the colour scheme (Llewelyn-Bowen would be horrified). From the matrix of trenches in the first level you make your way through decaying city streets, and then to underground slums where you dash from collapsed cabins to fire-singed corridors. The carnage and muted tones of the levels work well to create a real sense of a planet in crisis, a world of conflict and dilapidation that is both futuristic and familiar – something that will make a refreshing change from the eye-bleedingly bright colours of games like *GTA*.



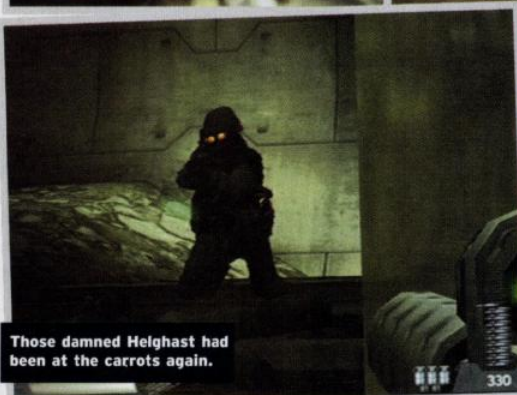
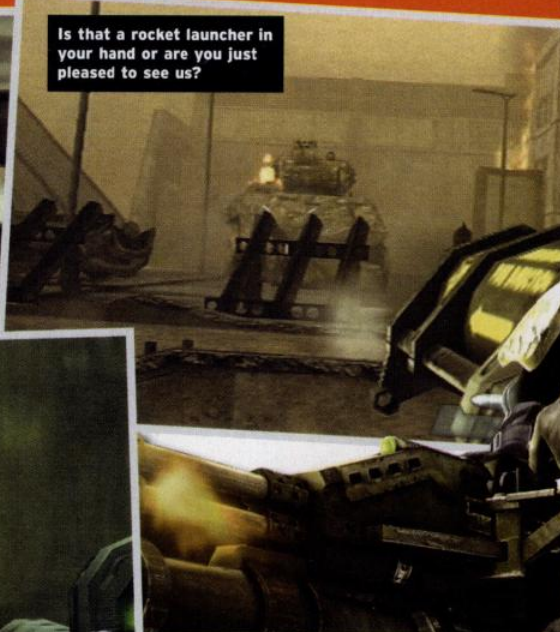
unlock, a different character who is then added to your elite team. Once unlocked you can then choose to play as that character with a different set of abilities and selection of weapons. Once your squad is fully assembled the action really starts to gain momentum as you travel from dilapidated city slums to lush jungle environments. The team works well as a unit and, unlike the human shields you start off with, each member has something to offer. We can't help but feel though, that the game would benefit from the ability to issue even the most basic of commands to your team, such as requesting covering fire or exploration of an ominous room, but then again you'll probably be too busy blasting away at Helghast to notice what they're up to.

Don't be fooled into thinking that this game is a walkover – as your team grows in number and competence, so too does the enemy AI. The level of intelligence is very impressive, every foot soldier is aware of your presence and will make tactical manoeuvres

It may have been silent but unfortunately it was very violent.



Is that a rocket launcher in your hand or are you just pleased to see us?



Those damned Helghast had been at the carrots again.

As the nights draw in it's always a good idea to wear your thermals – goggles that is.



Don't shoot until you see the orange of their eyes!

accordingly – they hide, spring surprise attacks on you and if a grunt gunner is taken out from behind his encampment, there's usually another ready to push his lifeless body aside and resume the hail of bullets. Enemies adapt to each war-torn environment – which are stunning if not a little muted – using obstacles and weaponry to their advantage, this makes combat an exciting affair.

Killzone is certainly an engaging game, and it's hard not to get drawn into the interplanetary conflict, with its war-ridden environments, philharmonic score and cinematic cut-scenes. It has everything a decent first-person shooter should have and yet it isn't quite the epic experience we were led to expect; there are large sections of the game that just feel a little bland as you kill column after column of Helghast troopers until you have wiped out enough to move onto the next section of the level. *Killzone* may well give *Halo* a run for its money but this is a very different type of sci-fi title, it's more like a WWII shooter set in space. Nevertheless *Killzone* has that vital immersion factor, ensuring that you keep picking up that gun and sending those Helghast straight back to hell. **KEITH**

Expert Gamer Panel

Luke

Killzone is a great shooter with a good sense of atmosphere and some fantastic levels. Online play is also enjoyable with enough players. *Killzone* is not the classic other mags may have been leading you to believe it was though. Believe the hype if you want, but take it with a pinch of salt...



Mike

I enjoyed *Killzone*, but I disagree with Keith that it's comparable to *Halo*. Linear level design makes for gameplay along the lines of 'reach point A, die, reload, reach point A again and succeed because you now know what to do'. Not bad, but not great.



Roy

There are too few decent FPS titles on PS2, which is why it's good that *Killzone*'s just increased the quota by one. As for comparing it to *Halo* – who cares? We're a PS2 mag! It looks and sounds great, and features heavy firepower – that does it for me!



Keith

With its stunning environments, engaging storyline and relentless action *Killzone* is without doubt one of the best FPSs on the PS2. It's worthy of its comparisons to *Halo*, but *Halo* was released over two years ago and it appears now that Sony is just beginning to catch up.



Killzone

OVERALL: It's ultra-sensitive targeting system may well leave you thinking your battle against the indefatigable Helghast is futile! Nevertheless the very real sense of atmosphere is immersive. An extremely welcome PS2 title...

8



YOUR TIME HAS COME, WARRIOR OF LIGHT!

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On Sale:
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First Verdict

Lord Of The Rings: The Third Age

The movies might have finished, but EA still isn't done with that expensive licence...

Game Facts

- EA
- Turn-based RPG
- £39.99
- Released: Out Now
- Players: 1-2
- Peripherals: Memory Card Dual Shock



Buy it or rent it?

With so many chapters to play through, you'll never get through this in a couple of evenings. Well worth adding to your games collection.

The bottom line The kind of game that the *Lord Of The Rings* franchise should have been from the start. A few flaws don't detract too much from the enjoyment.



Are you a goblin? No, I've just got a headache.

There is no tutorial - the player learns as they go.

As characters earn experience they can upgrade various stats.

PE Bronze Joypad Award

Discovering the weaknesses of an enemy takes a move, but can be well worth it.

Attack a single target.

The neighbours' 'trick or treating' had gone too far this time...

Picture the scene: EA's chief executives are gathered round the boardroom table, discussing their money-spinning ventures for 2004. A perm-tanned head honcho is running through a list of titles while his eager cronies cross them off... "FIFA 2005? Check. Tiger Woods 2005? Check. Madden 2005? Check. NBA 2005? Check. Total Club Manager 2005? Check. NFL 2005? Check. Need For Speed Underground 2? Check. New games in the Medal Of Honor, Goldeneye, Def Jam, The Sims and Ty The Tasmanian Tiger series? Check. Good work, everybody. That should be a few million more quid in the bank without any real work having to be done. Marvellous.

We'll just chuck in another game based on the *Lord Of The Rings* movie and we'll be sorted till Christmas! Anyone fancy a pint?"

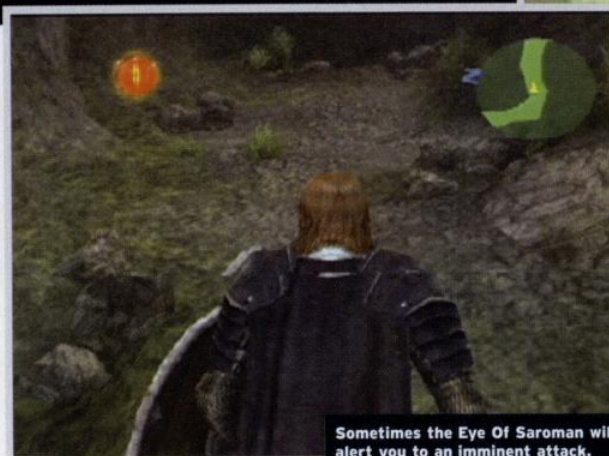
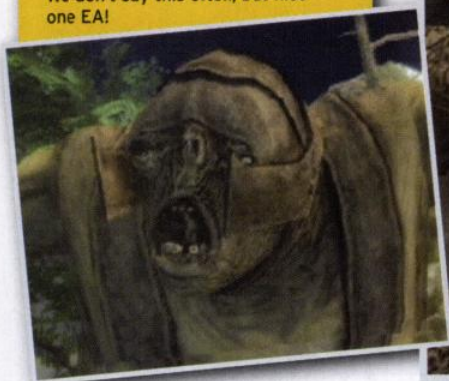
Then one lowly employee bravely raises his hand and murmurs: "Er... there is no *Lord Of The Rings* movie this year, sir."

"WHAT?" exclaims the boss. "Get Tolkien on the phone now! He can write us another one, can't he? Who the hell does he think he is? Whaddya mean he's dead? Dammit, we'll just have to make something up ourselves then! Think of the share price here people!"

And lo, without actually having a film to base the game on, EA has produced another *Lord Of The Rings* 'movie tie-in' but - and this is the real shocker - it

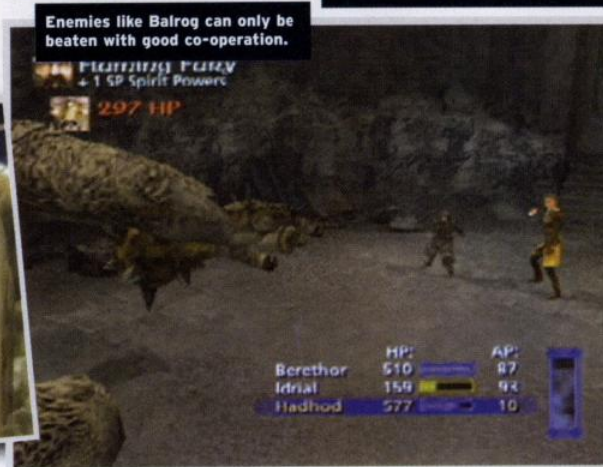
The Story So Far?

■ Although it's not specifically based on the plot of the *Lord Of The Rings*, the game does introduce new playable characters in a weaving storyline that intersects with the film's plot at regular intervals. As the game progresses, it even becomes possible to play on the side of Sauron in some sections. It might sound far-fetched, but EA has pulled it off in impressive style, creating a game that uses cut-scenes from the movies to help with the atmosphere, but tells its own story. We don't say this often, but nice one EA!



Sometimes the Eye Of Saruman will alert you to an imminent attack.

Enemies like Balrog can only be beaten with good co-operation.



Elegost's 'Arrow of Snot' attack was popular at parties.

"The combat is a joy for those gamers who like to have their brains tested rather than their ability to hit the X button"



isn't just a cynical re-working of the previous titles, but in fact offers something completely new. Just when you think you've got EA nicely pigeon-holed as a selfish cash-cow flogger, the company goes and surprises you...

The Third Age is a turn-based party RPG that, in all honesty, is what the original games should have been. All that button-bashing mayhem may have looked like fun, but in reality it was pretty unrewarding stuff, resulting in strained thumbs and even further strained tempers up and down the land. Sure, the success of the movie ensured the games shifted by the bucket-load but the mindless nature of the combat and the linear gameplay hardly made the games great in their own right.

This time round, the balance appears to have been redressed. Admittedly, the game still follows a fairly linear course in that you must clear one area before moving on to the next and there's usually only one route to follow, but the combat is a joy for those gamers who like to have their brains tested rather than their ability to hit the X button over 20 times a second.

The exploration element of the game takes place in real-time, and is admittedly limited to finding where the characters are supposed to go in order to begin their next fight, but it's when the fighting starts that this game really shows its mettle. The characters in your

group (you start alone but your party grows in size as you head through the first chapter) take it in turns to attack with the units in the enemy ranks. The different classes in your party have very different skills, and correctly balancing all this in combat is what holds the key to success. The elf for example, can summon powerful spirits to damage the enemy, while the hunter has awesome skills with the bow. The dwarf can take a great deal of punishment in close-quarters battles, while Berethor, the first character the player encounters, has pretty well-distributed strengths and weaknesses.

As is usually the case, the trick is causing the maximum damage without running out of action points for your party. The greater the potential damage from an attack, the more action points it will require. Members of the party can also be equipped with new weapons, armour and charms as and when they are found, making management of that inventory just as essential as swordsmanship.

It sounds simple enough, and the beauty of the game is just that; the combat is easily understood but not quite so easily mastered. With a vast number of chapters to complete and plenty of quests and treasure items to seek out, *The Third Age* is just what should have been served up first time around! **MIKE**

Expert Gamer Panel

Luke

This is exactly what a film licence should be - showy, engrossing and with plenty of references to what makes the films what they are. RPG fans and goblin fanatics alike will surely get a kick out of this, even if it is a touch linear.



Keith

This is what we really want from a LOTR title, as Middle Earth is the perfect setting for an RPG. Although you don't actually get to play as the Fellowship, you do cross paths to engage in some strategic team-based battles. Fans of the films will love this one.



Barry

This is the LOTR game fans have been waiting for, there is so much to accomplish and explore. Okay, so it's got a few creases that could have easily been ironed out, but aside from these, the game is loads of fun to delve into.



Mike

What a pleasant surprise. I was expecting a load of old rubbish, but instead *The Third Age* has vastly exceeded my expectations. It isn't flawless and there are a few balancing issues with the levelling up process, but this remains thoroughly enjoyable.



Lord Of The Rings: The Third Age

OVERALL: There's no *Lord Of The Rings* film out this Christmas but don't cry fantasy lovers, as *The Third Age* brings fresh blood to the LOTR titles. You can't play as Frodo and friends but it's a surprisingly accomplished RPG.

8

COOL POOL!

**On Sale:
Out Now**

Pool Shark 2

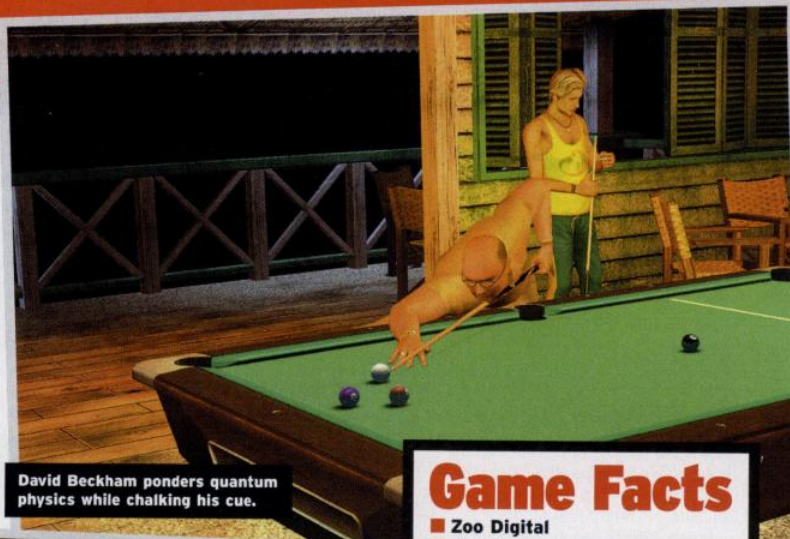
Back on the baize with a cast of colourful characters...

With so few pool games on the market, it seems strange that Blade Interactive, which created the excellent *World Championship Pool*, would compete against itself by also developing *Pool Shark 2*. They are very different games though, so perhaps the developer thought there was an untapped part of the market? Still, it seems to us that it's a single audience and from that point of view, *Pool Shark 2* is a bit of a letdown. Firstly the speed of *WCP* is missing here and many of the games feel a little clunky and unrealistic. The excellent physics of *WCP* seem to have been messed with too, as the balls here feel heavy and don't seem to glide around the table with the same ease as before. The characters do add a certain levity to proceedings (the glamour girl, the Elvis impersonator, et al) but we'd still

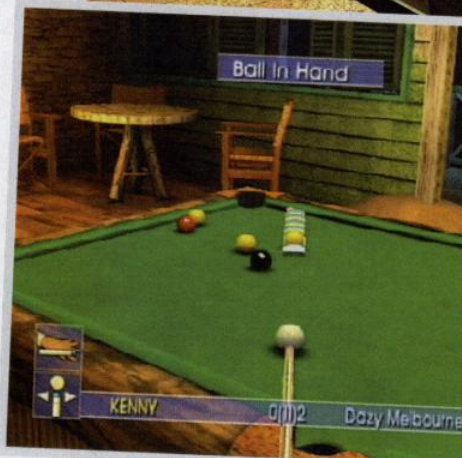
rather play as Steve Davis and chums, to be honest.

There is a decent one-player career-style feature here (Hustle mode) where you travel to some bizarre locations to take on the local talent. One interesting aspect of this is that you get to choose how much money to wager on each match and then this dosh can be used to buy all kinds of goodies, from waistcoats and shirts to new cues. This certainly spurs you on to play one more rack...

Pool Shark 2 also allows you to take the sport online, so once you've mastered it you can start hustling the best players in the world. Overall though, the game is very playable but doesn't quite hit the heights that we'd hoped for. Bring on *World Championship Pool 2005*! **KENDALL**



David Beckham ponders quantum physics while chalking his cue.



Game Facts

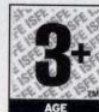
- Zoo Digital
- Sports
- £39.99
- Released: Out Now
- Players: 1-2
- Peripherals: Memory Card, Dual Shock, Network Adaptor



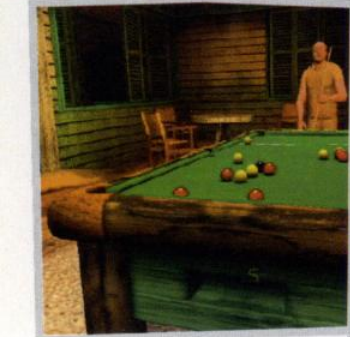
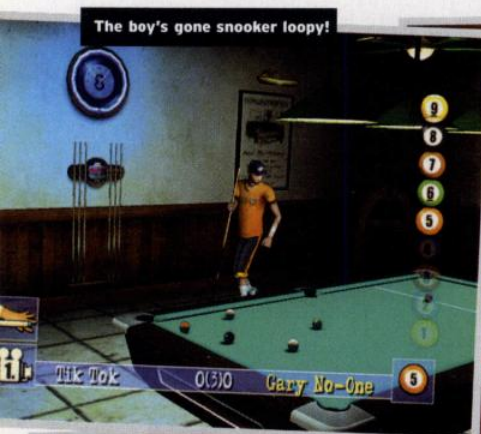
Buy it or rent it?

Pool Shark 2 certainly passes the time and you'll have plenty of fun with it in two-player mode. It's not as realistic as some other titles so maybe arcade fans will appreciate it more...

The bottom line It's pool. On a number of crazy tables with wacky characters. It lacks the realism of *World Championship Pool* and so is for those just looking for a knockabout.



"The characters do add a certain levity to proceedings"



Expert Gamer Panel

Keith

It's always difficult to simulate a real pool experience in a videogame, and like so many others that have come before, this just doesn't quiet manage it. It is, however, an enjoyable game with plenty to do and new characters to unlock.



Barry

Unlike Kendall I'm not a huge fan of snooker or pool games, so from the outset this never really held my interest. Sure there's the option of going online and hustling players around the globe, but I found it to be really slow and my attention soon drifted elsewhere.



Mat

This is an inoffensive title with game modes aplenty to keep lovers of the baize interested long enough to get their money's worth. But videogame pool will never get close to capturing the excitement of the real game, no matter how many trick-shots and hustle games are in it.



Kendall

I adore both *World Championship Snooker* and its pool equivalent, so was surprised when this turned out to be a disappointment. Don't get me wrong, it's still fun and there's plenty to do, I just miss the realism and speed of *WCP*...



Pool Shark 2

OVERALL: *Pool Shark 2* doesn't quite cut the mustard - the physics don't seem quite as good as in *World Championship Pool*. It's still fun though, with plenty to get your teeth into, and the online feature makes things more interesting.



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On Sale:
Out Now

X-Men Legends

At last, after over a year of trickled screenshots and news stories, Activision's mutant epic has finally arrived!

LATE ARRIVAL



You big gay purple robot, you just stood on my toe!



Ah, the War Room. Oops, sorry, I just pushed a button and wiped out a nation.

Iceman must crap icicles in this weather.



Now why did you have to go and do that? I have to take the damned subway now.



P2 Bronze Joypad Award



Game Facts

- Activision
- Strategy/Adventure
- £39.99
- Released: Out Now
- Players: 1-4
- Peripherals: Memory Card, Dual Shock, Multitap



Buy it or rent it?

With so much to unlock and explore, you'd be wasting your time renting *Legends*. Do the right thing and buy this beauty. In fact do it for all mutantkind.

The bottom line After a string of flops the *X-Men* finally get the special treatment they so rightly deserve.

Legendary indeed. Snickty Snick!



The *X-Men* have been around for over 40 years now, and in that time Marvel's eclectic bunch of superheroes have appeared in countless videogame conversions, most of which were appalling on a level that pains us so much that we'd rather not talk about them. While the comics and cartoons excelled on every level imaginable thanks to the astounding work from industry writers and artists, it was only a matter of time before a developer nailed the videogame concept, and that developer happened to be Raven Software, the team behind the

outstanding *X-Men Legends*. Shame it took so long - we were beginning to lose faith.

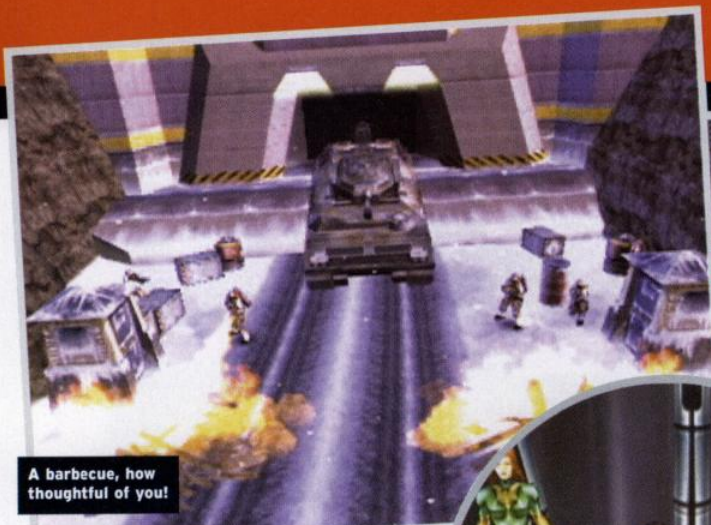
Alfred Hitchcock once said that the three essential ingredients for a film are, "a good script, a good script and a good script", the same can be said for any developer tackling an *X-Men* game. Sure, you mustn't forget polished graphics and - of course - gameplay, but because of the ever-expanding universe and overabundance of characters in Marvel's flagship series, a spanning storyline should be the first objective on the checklist. Thankfully, Raven and Activision have succeeded

on all levels. With a story penned by a maverick group of comic writers known as 'Man Of Action', *Legends* encompasses action, tragedy and every aspect of the X-Verse imaginable. So if by chance you're not a fan or know absolutely nothing whatsoever about any of the characters, then don't be deterred from picking this up, because any questions you have are explained in guided tours of Professor Xavier's mansion and through conversations with students and mutants spread out across the academy.

Opening in a battle-ravaged New York City and placing you in Wolverine's

skin, your first mission is to seek out and rescue a young mutant girl by the name of Allison Crestmere from the hands of Blob and the malevolent Mystique. In doing so you set off a chain of events that could spell the end for human life as we know it at the hands of Magneto and his anarchic Brotherhood Of Mutants. We won't ruin the entire plot for you, but rest assured it's filled with twists, turns and countless surprises - just like any *X-Men* story should be.

With 15 characters to unlock and upgrade as you progress throughout the game, including Cyclops, Gambit,



A barbecue, how thoughtful of you!

Do you know what happens to a toad when it's struck by lightning? No, neither did we.

Toad
Multiple Resistances



TONGUE LASH



After you. No after you. No I insist, after you. Jesus would you just get on with it!



Oh look, now you have no legs...



Rumble.

Come on doughboy, let's go.



The Danger Room

■ When you're not out saving the world from the Brotherhood there is one place you should be - The Danger Room. The room of rooms in Professor X's vast mansion, this is where you train to garner yourself experience points and learn new fighting skills to help you on your way. In every level throughout the game you need to keep your eyes peeled for the shiny discs which unlock new training programmes for you to take on, solo or as a team. Don't be fooled, it's not just there for padding, the Danger Room is your best friend in terms of upgrades and experience, so use it wisely.



"Anything you can possibly think of that should belong in an X-Men game is here"

PE Expert Gamer Panel

Roy

I've always been a fan of the X-Men, but I'm not quite so keen on RPGs. That said, the RPG does seem to be the perfect genre for the mutant heroes, at least based on playing this game. Great presentation, all your favourite mutants and much fun to be had!



Keith

The X-Men seem to have finally found a home in the videogame world and in an RPG no less. But when you think about it, it's the perfect combination, the X-Men should fight together as an elite squad and this is exactly what *Legends* delivers.



Kendall

Many recent attempts to bring the X-Men to life in videogames have been underwhelming, but here, finally, it seems that comic book fans have something to cheer about. All the characters you'd expect, a decent storyline and addictive gameplay make this a treat!



Barry

Thank God! Despite the fact that it took so long to hit the shelves we have an X-Men game that doesn't have you hanging your head in shame after just ten minutes - and we didn't even get the chance to see any preview builds...



X-Men Legends

OVERALL: *X-Men Legends* offers exactly what comic book fans have been waiting so long for. With a terrific storyline and accomplished gameplay not to mention its polished graphics, *Legends* is a game to be proud of.

8

Storm, Jean Grey, Iceman, Beast, Rogue and the mighty Colossus, there is a great deal to accomplish here. When you first unlock each mutant their fighting skills and powers are at their most basic, but as you battle and progress through the missions completing objectives, you can level-up your X-Men, adding points to their health, focus, special attacks and so on. What's more, any time you wish to switch characters during the game you simply have to tap the D-pad in the direction of your preferred mutant. Unfortunately you can only allocate four X-Men at any one time and it's these that obtain the majority of the upgrades while the others in reserve aren't given much of a chance unless

you have them out in the field engaged in combat. An added bonus though, is that friends can join in the game any time they want by simply plugging in a pad and punching start.

If you, like us, were sceptical about *X-Men Legends* to begin with because of the painstakingly long wait, then rest assured that the last year and half has been worth it. Anything you can possibly think of that should belong in an X-Men game is here, right down to the carpet in Professor Xavier's office. So Bryan Singer has jumped ship and abandoned *X-Men 3*, but at least we've got this corker to keep us going until another director comes along and saves the cinematic day. Until that day comes... X-Men fans, unite! **BARRY**

On Sale:
19 Nov

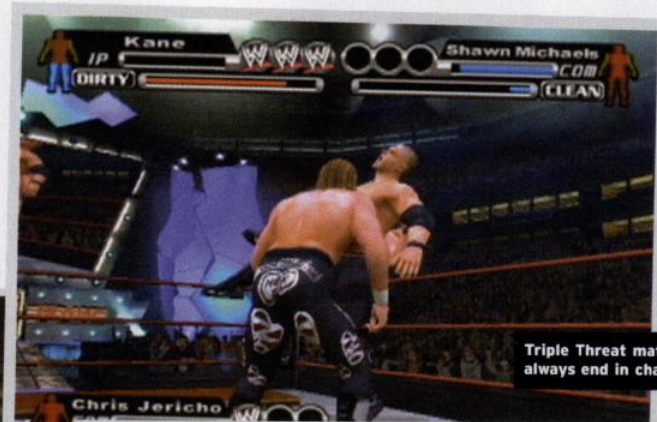
GRAPPLE-FEST!

WWE Smackdown! vs RAW

The greatest wrestling franchise ever returns - sports entertainment fans, prepare to rejoice!



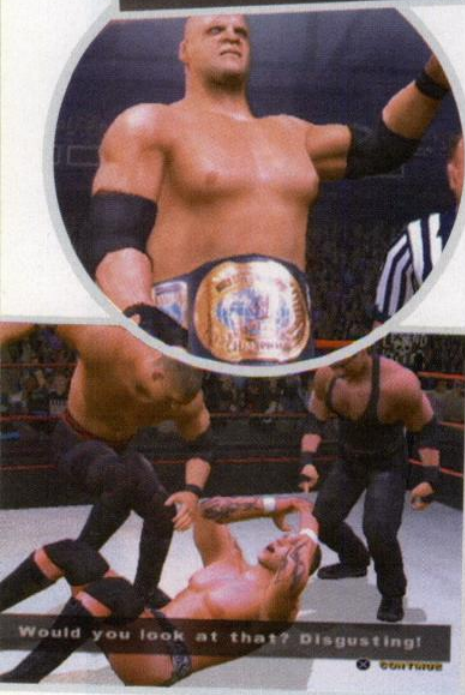
Get ready ladies, here comes the showstopper...



Triple Threat matches always end in chaos.



You demanded it, THQ added it - Commentary from The King and JR.



We've always loved the *Smackdown!* series, ever since the classic PSone titles and it seemed that last year THQ had finally done all it could, producing the excellent *Here Comes The Pain* and gaining itself the hallowed P2 Gold Award in the process. Surely there was little else they could come up with? Man, were we wrong. *Smackdown! vs RAW* revolutionises the genre yet again - it looks better, it plays better and if you walked past someone playing it, you'd be hard-pushed to notice it was the videogame and not the TV show. And it doesn't get much better than that, does it?

Obviously the first difference is in the name - this has of course come about because of the TV brand split, where it was decided that wrestlers would only appear on one show - the more family orientated *Smackdown* or the raucous close-to-the-knuckle *Raw*. When you begin the game, you can choose which brand to go with - don't worry though,

the blood and violence level is the same in both, so nothing is watered down if you prefer the *Smackdown* skin. If you choose *Raw* you get JR and The King's commentary, whereas *Smackdown* has Michael Cole and Tazz. Hang about... COMMENTARY?! Yes, that's right, this year there's an excellent voice track throughout, which heightens the atmosphere greatly - you know you're in for a treat when King excitedly proclaims your match to be a 'slobberknocker'! As well as the different commentaries, your brand choice determines which divas appear on the loading screens or dance around on the options menu. Cosmetic changes yes, but still proof that the developers have listened to fans' opinions of past games and ramped up this year's title accordingly.

Now normally with each game in the series, there are a number of new match types to talk about, but this year there is only one, the highly entertaining Parking Lot Brawl, where

Game Facts

- THQ
- Sports
- £39.99
- Released: 19 November
- Players: 1-6
- Peripherals: Memory Card, Dual Shock, Network Adaptor, Multitap

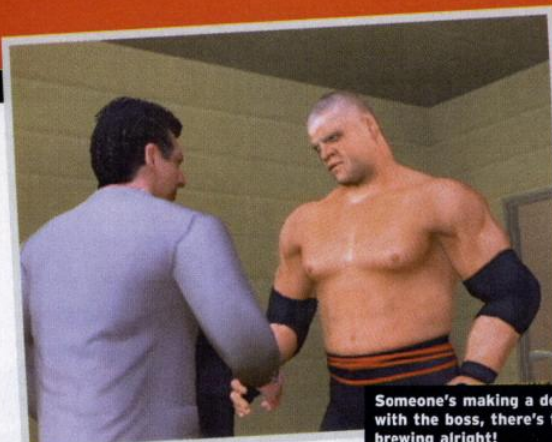


Buy it or rent it?

With the improvements in Season mode and the ridiculously deep Create-A-Belt and Pay Per View options, there is plenty here to keep you very busy until the next instalment powerslams into view!

The bottom line If you're a fan of the televised events you'll be a happy gamer when you see how realistically the shows have been reproduced. Brilliant.



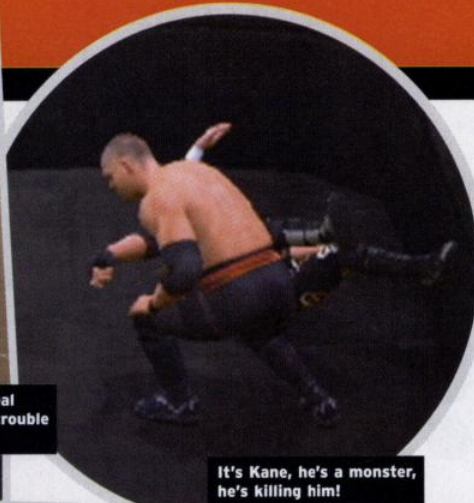


Someone's making a deal with the boss, there's trouble brewing alright!

Blimey, someone got up on the wrong side of the bed...

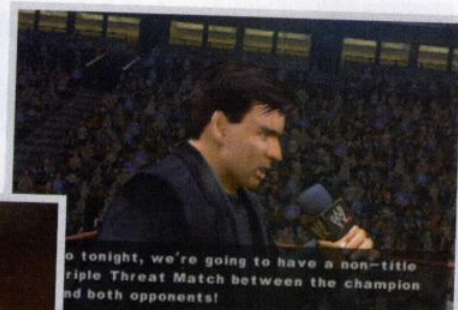


This is MY belt! MINE! Don't you EVER touch it again!

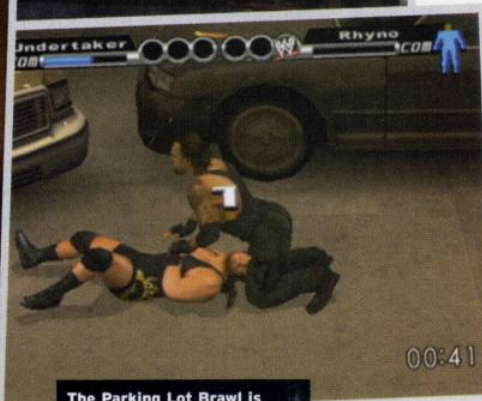


It's Kane, he's a monster, he's killing him!

"You know you're in for a treat when King excitedly proclaims your match to be a 'slobberknocker!'"



tonight, we're going to have a non-title Triple Threat Match between the champion and both opponents!



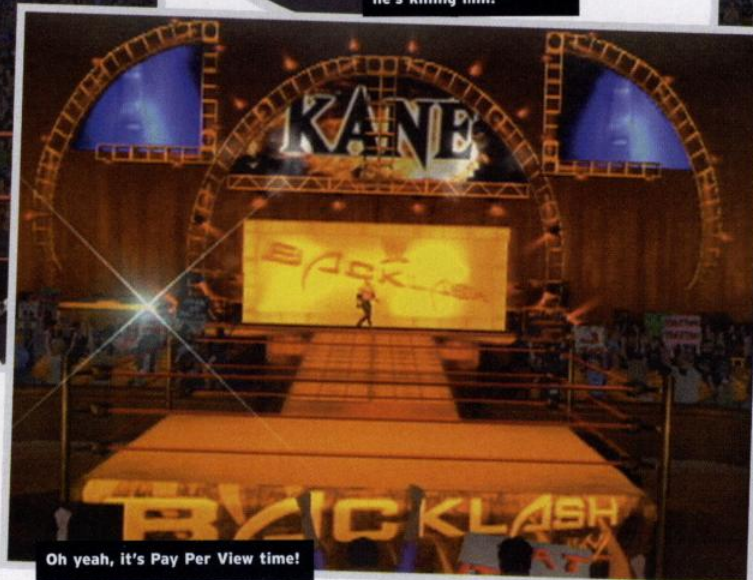
The Parking Lot Brawl is always a real slobberknocker!

Slap Happy

Instead of the matches just exploding into action like before, there are now various ways of getting an early advantage. Using a golf-like swing can allow you to get in a vicious slap and other matches find you hitting the relevant button DDR-style to get in the first blow.



opponents can be thrown into limos to be done over by your compadres. Class. Don't think the lack of new matches means Yuke has been resting on its laurels though... far from it, as everything that came before is now vastly improved. The grapple system now features seated grapples, which gives each character another four moves to perfect. The weapons have also been improved - we've all had those games where your opponent gets a chair and won't stop smacking you with it, right? Well, not anymore. Now chairs deform and then disappear, meaning you have to get a perfect hit straight away or the chance is gone. Weight plays a great part too, obviously the ring steps are one of the most devastating objects, but it's now much tougher to



Oh yeah, it's Pay Per View time!

pick them up. Your wrestler slowly manoeuvres them and so there's a great chance that your enemy will counter before you execute your move, but if you are successful, the damage is far worse than with chairs, belts or tables.

The rewards for the single player this year are greatly increased too - the Challenge mode gives you *WWE* cash every time you pull off certain requirements (finisher, submission, you know the deal) and this can be spent on outfits and other unlockables, or you can use it to create your own Championship belt. Yes, the belt creator is insanely detailed, you choose the material, the design, everything. Then once it's completed, you get to take on all-comers; here's the clever bit, should you lose your championship match then the belt is instantly transferred to your mate's memory card and deleted from yours - the pressure is certainly on if you're playing seriously!

So, more detailed wrestlers, better creation options, realistic weapons, television quality visuals, commentary, a damned impressive roster and all the PPV action you could wish for. Yes, THQ has done it again - *Smackdown! vs RAW* is the greatest wrestling game on the PS2 and an essential purchase for all grapple fans. Buy. **KENDALL**

PS2 Expert Gamer Panel

Mike

Okay, I admit it - I hate wrestling and think it's a 'sport' performed by twats and watched by bigger twats. (Sorry Kendall.) However, as games go, this is top fun; in fact, I much prefer videogame adaptations to the real thing. I'd even recommended it to non-wrestlers.



Keith

At last it's here, and just when you were wondering where the franchise could go, we have new moves, new customisation settings and, of course, The Legends. You don't have to enjoy wrestling you just have to like having fun. Give this one a 'Hell Yeah!'



Barry

More manic wrestling antics and surprisingly enough, THQ has done it again and brought us yet another quality wrestling title complete with engrossing storylines for each character, superb graphics, quality commentary and it's also got Kane! Fans'll go crazy.



Kendall

We thought that last year THQ had done all it could with the genre, but we were wrong! *Smackdown! vs RAW* is quite simply the best wrestling game ever and if you have any interest at all in the real thing then this is an essential purchase.



WWE Smackdown! vs RAW

OVERALL: This game smacks of good old wrestle-mania. It looks fantastic, plays great and with a host of new game options, everyone who tries their hand at this will have fun, regardless of whether or not they're a *WWE* fan.

9

On Sale:
Out Now

Aussie Sequel

Ty The Tasmanian Tiger 2: Bush Rescue

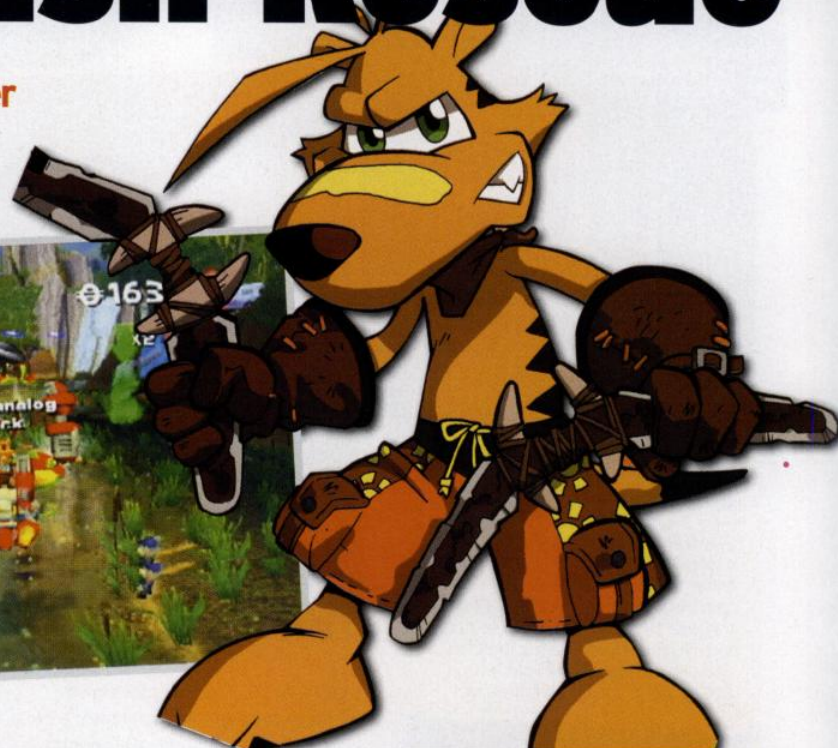
Strewth! The feisty, furry fella returns in a bigger and bolder adventure - back to the outback...

We know what Ty is, but what the hell is that thing?



Haunted? You don't believe in ghosts do you?

This is no time to be taking a dip, buddy...



The EA press release for this colourful sequel describes Ty as 'everyone's favourite Tasmanian Tiger', which is a bit of a cheeky claim as, er, we cannot actually think of any other famous Tasmanian Tigers. But we digress. Yes, this is the second PS2 outing for the Aussie hero and while it starts off being exactly what you'd expect - a somewhat flat platform adventure - it soon reveals some new innovations and gameplay ideas. Ty's been taking cues from *Grand Theft Auto*? You'd better believe it...

Before we discuss all that though, there's the story to consider. Naturally, it comes from the big book of adventure clichés - it seems that the evil Boss Cass, incarcerated at the end of the first game, has managed to break out of Currawong jail and, along with his gang of reptiles, is once again planning to take over the world. Of course it's up to Ty and his bizarre band of brothers to save the day.

What sets *Ty 2* apart from the platform crowd (and this is where the *GTA* comparisons come in) is that it offers huge, open environments, so

Game Facts

- Electronic Arts
- Action Adventure
- £19.99
- Released: Out Now
- Players: 1-2
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

While this may look like your traditional platformer, those who don't normally like such games, might appreciate the driving and kart racing sections more than they'd imagine...

The bottom line This is one of those titles that's not life-changing, does nothing too revolutionary, but still provides some simple fun for the less demanding gamer.



rather than pushing you towards the next challenge, you can travel around the various towns, talking to the locals and choosing when to trigger the next mini-game. There are over 100 different characters milling about throughout

Cool As Truck

■ The world of *Ty* is massive and so to reach certain areas you might want to hop on the back of a truck in order to get to your destination quicker. But should you get into trouble, fear not, because *Ty* can chuck boomerangs without falling off!



Bush fire - run for your life!



Eat your heart out, Tony Hawk!

Oh my god, a flying monkey! A flying monkey!



"It is very easy to get lost and completely confuse yourself wandering around the same old places"



the game, from bizarre little turtle dudes to flying monkeys. And you can't go wrong with flying monkeys. Some of these characters are just there to populate the environments, whereas others have tasks for you to complete. These vary greatly - there's a koala child that you need to find and return to its home, there are waves of lizards that need to be wiped out with new weaponry that you must test and there are sewers overrun with crocodiles that you must defeat, to name just a few.

The problem with this open world is that it's very easy to get lost and completely confuse yourself wandering around the same old places because you've somehow missed a trigger. The map seems about as useful as a chocolate teapot and we lost count of the times we swore at the screen while hopelessly lost. Seeing as how this is a game aimed at the younger end of the market, we'd imagine there'll be a lot of kids with less patience than us who'll simply give up when the going gets tough. Away from the platform antics,

Ty gets the opportunity to pilot Mech units in order to take on huge numbers of marauding foes. Again, this adds variety but the Mech sections can quickly become tiresome as you eradicate waves of enemies only to be faced by another huge wave. Aargh!

Of course, every platform hero needs his own kart racing game and instead of cashing in on the (inevitable) success of this sequel and then pumping out a spin-off title, EA has squeezed the kart fun into *Bush Rescue*. In fact, if you wish to, you can completely ignore the main game and merely enjoy the simplistic karting fun on offer. Which is a very nice touch.

So there you have it: many different genres shoe-horned into one platform adventure starring a feisty, furry fella and yours for 20 notes. Nobody would really mourn if *Ty The Tasmanian Tiger 2: Bush Rescue* didn't exist, but it's a decent enough little time-waster all the same and should keep you busy until *Sonic Heroes 2* speeds into view. **KENDALL**

Expert Gamer Panel

Keith

If you want to keep the kids (or may be the girlfriend) quiet for an afternoon or so then you could do a lot worse than *Ty*. There are plenty of bright-coloured environments to explore and goodies to unearth, but it's certainly not one for the hardcore gamer.



Mike

There are far too many platform games being released at the moment trying to suck parents into buying Christmas presents. A lot of these are so generic it's shameful. This game does have a few nice ideas but you're going to get bored of it very quickly.



Barry

This little fella tries his best to compete with other platformer kings such as *Ratchet*, *Sonic*, *Crash* and *Jak*, but sadly he's just no match for them. Younger gamers will probably really enjoy this, but if you're a lifelong platformer lover, maybe a rental would be in order.



Kendall

Hmm, *Ty* doesn't quite have the iconic stature of *Crash* or *Sonic*, but this is a diverting enough platformer that passes the time nicely. How's that for damning praise? Yes, it's just rather too average to get properly excited about, I'm afraid.



Ty The Tasmanian Tiger 2

OVERALL: More an underdeveloped kitten than a tiger in our book. *Ty* is bound to entertain younger gamers, with its bright graphics and kooky characters but people requiring more from their games will not stay long.

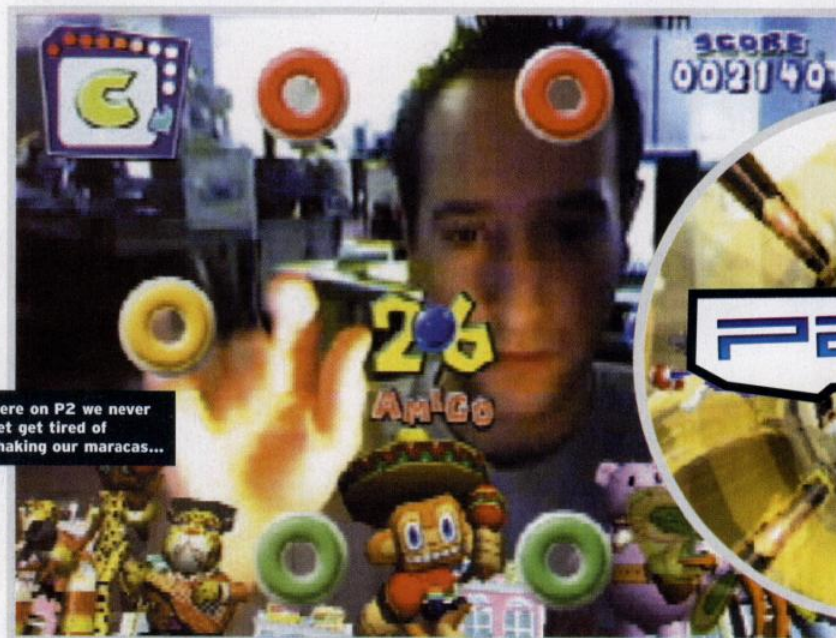
6

On Sale:
Out Now

EyeToy Action

Sega Superstars

Tired of those two cumbersome limbs hanging either side of your torso? Well, now you can shake them off



Your master has taught you well - wax on, wax off.



P2 Bronze Joypad Award



After what seemed like an age, the Puyo Postie finally arrived.

Sick of paying out for a gym you never use, wondering why the hours spent on your beloved videogames have dwindled away to almost nothing? Well, if you want to spend more time gaming and less time training, then we might have found the answer for you in *Sega Superstars*, 12 mini-games that have been designed for the EyeToy. Though *Superstars* has some stiff competition from Sony's *EyeToy: Play 2* and Konami's *U-Move Super Sports*, Sega might just have the edge as its title features a variety of fan favourites.

It has to be said that the games and characters alike are quite an unusual ensemble, ranging from monkeys to zombies, but with each game having its own unique look and skills to master, the combination works well. Just as in Sony's *Play* titles each game is based on various movements of the arms, head and, well, whatever other part of the body you care to make use of! 'Virtua Striker' requires you to head balls into balloons in order to burst them and score points, while in 'Nights Into Dreams' you have to use your arms like an aeroplane to fly through a formation of rings.

Game Facts

- **Sega**
- **Party/Puzzle**
- **£29.99**
- **Released:**
- **Out Now**
- **Players: 1**
- **Peripherals:**
- **Memory Card**
- **Dual Shock**
- **EyeToy**



Buy it or rent it?

Rent it - it's great for a party but the novelty will eventually wear off (or your arms will fall off).

The bottom line Sega's answer to *EyeToy: Play*, a compilation of 12 mini-games featuring classic Sega characters across a variety of genres.



As each game is based on an existing title, it wouldn't be complete without an appearance from a certain hedgehog who you must guide through a tunnel collecting rings, while avoiding obstacles... so much like any other *Sonic* game then! But *Superstars* does offer a great deal of diversity as well.

Egg-cellant Extra

■ Through the various mini-games you are awarded rings for your achievements, which seem a little worthless at first, worthless that is until you enter Chao Garden where, by rubbing a magic egg, Chao hatches. You can then use the rings that you have accumulated to buy food and other items for Chao. The greater your success in the mini-games the more exciting an environment you can create for your cute little buddy.



When you're playing *Nights* the sky's the limit...

Unlike many other EyeToy games, a different control method is used for almost every game, as in 'Space Channel 5', for example, where you have to watch certain movements and then repeat them in the correct order by hitting specific points placed around the screen, while in 'Super Monkey Ball' you must use particular arm movements to move the speedy simian around a tabletop surface. This cursor-based system does feel a little awkward at first but once mastered, it's very effective. The game though, suffers from some of the problems that other EyeToy titles, face with certain movements not registering at all. So you might never have complete control over Billy Hatcher's egg or the Super Monkey Ball, but that's where half the fun resides as you go tearing across the screen and back again. On the whole, we found that if you keep things fairly slow and steady you won't run into too many problems.

As with any collection of mini-games, *Superstars* contains some that grow tedious very quickly and some that you will come back to time and time again. 'Chuchu Rocket', for example, involves

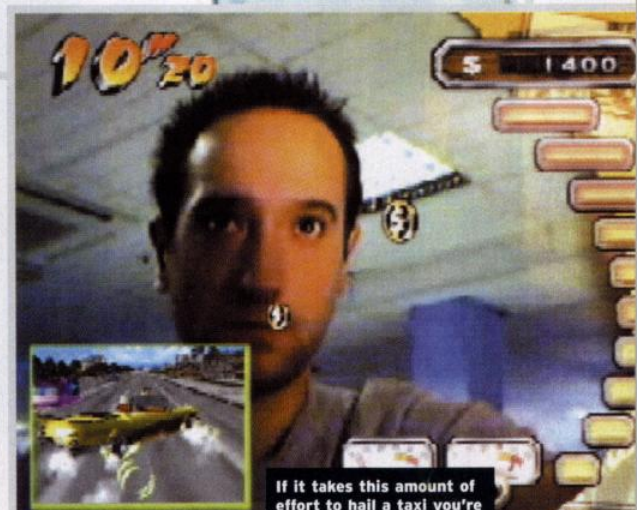
guiding some fluffy fellas around a track while making their enemies fall through trap doors, a game that loses its appeal pretty quickly, but on the other hand, we still haven't grown tired of trying to direct hordes of Puyos into colour-coded trays (and who would?). Another drawback is *Superstar's* complete lack of a two-player game, which in our opinion, is what EyeToy was truly made for - what's a night in with EyeToy without a group of mates making complete fools of themselves (or is that just us)? So much more fun could have been had, teaming up to roll Billy Hatcher's giant egg or playing keepy-uppy in 'Virtua Striker', so by neglecting this option Sega may lose out to Sony in the fight to be crowned king of the EyeToy. Having said that, if you love the world of Sega (or have a lack of friends) and have a yearning to shake maracas with 'Samba De Amigo' or enter the 'House Of The Dead' to slap zombies about for a bit, then this will certainly suffice. All we ask is that you try out Sony's multiplayer games first to realise just what you're missing out on. **KEITH**



SAMBA DE AMIGO
Wave over the Beat Buttons as the Beat Balls hit them, keeping to the rhythm.

Before each game you are given a brief tutorial, basically telling you to wave your hands around like a lunatic.

"We still haven't grown tired of trying to direct hordes of Puyos into colour-coded trays"



If it takes this amount of effort to hail a taxi you're better off walking.

Expert Gamer Panel

Mike

Playing this is like re-discovering an old console. On their own each game really isn't worth more than five minutes of play. Combined however, you can easily destroy hour after hour. As you'd expect there are a few dodgy games but the quality ones far outweigh the bad.



Barry

The problem I have with 'old-skool' games is that once you rediscover them they're fun for about five to ten minutes, then the buzz wears off. Thankfully there are enough classics here to keep you occupied for a fair few hours - much fun for all!



Kendall

Puyos! Puyos everywhere! Well, it is good to see someone using the EyeToy in a slightly different way, and still maintaining the innocence and fun of the idea. The chance to flail around like a goon while controlling Sonic and friends is irresistible and that 'Puyo Pop' game is just too addictive...



Keith

There's nothing completely new here, but Sega's best-loved games and characters create a great package. There's plenty on offer to keep you on your feet and waving your arms. The game suffers from a lack of a multiplayer mode though.



Sega Superstars

OVERALL: Combine some classic games with the popular EyeToy and enjoy hours of fun in the company of some of your all-time favourite characters. Any weaker games are made up for by the truly great ones.

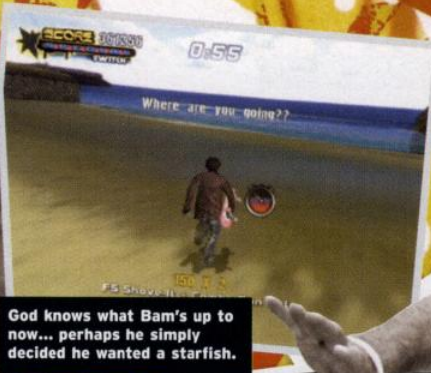
8

Reviews

Flatland tricking is as important and impressive as ever.



God knows what Bam's up to now... perhaps he simply decided he wanted a starfish.



TONY HAWK'S UNDERGROUND 2

LATE ARRIVAL

WORLD DESTRUCTION TOUR

The first rule of the road... if you can't skate it, break it!

On Sale:
Out Now

PS2 Silver Joypad Award



Game Facts

- Activision
- Extreme Sports
- £39.99
- Released:
Out Now
- Players: 1-2
(1-8 online)
- Peripherals:
Memory Card
Dual Shock
Network Adaptor
EyeToy



Buy it or rent it?

There's simply far too much to see and do in THUG2 to get done in a couple of nights. Perhaps give it a rent to see if you like it but don't expect to become the next Birdman overnight...

The bottom line An awesome and rewarding experience, THUG2 is hands down one of the finest extreme sports titles you'll ever play.



If any of you have ever tried skating, you'll know it's a far from simple affair - the risk of smashing your face on a concrete step simply doesn't balance up against the chance of pulling off a mildly impressive trick. As this is being written, just a couple of hundred yards away, a group of kids is trying desperately to pop a few 'easy' flip tricks (the simplest tricks possible in the *Tony Hawk's* games) and try as they might, it's just not happening. Should we tell them it's just a quick and painless left-tap on the d-pad and the button? Of course not. That'd be silly. We'll be telling them to backflip off rooftops, throw themselves off bridges and grind for hundreds of metres at a time, while doing a handstand next, all of which sound suitably simple when explained as button combos...

The only similarity you can really draw between THUG2 and real skating is that both reward the practice and



Not all of the skaters are from traditionally extreme backgrounds...

time invested in developing your skills. While you might start off banging out just a few thousand points it won't be long before you've learned to string together fifty-move combos that score well into seven figures. In fact, we'd go so far as to say that the *Tony Hawk*

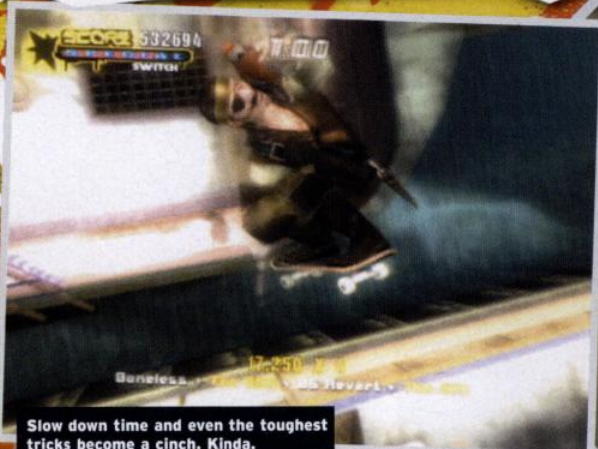
series is one of the most rewarding and skill-orientated games that exists on the PS2, and with all the new features in this sequel, it must represent the pinnacle of the series so far. It's impossible not to notice how much the game is shifting away from Tony and his

CREATION REDEFINED

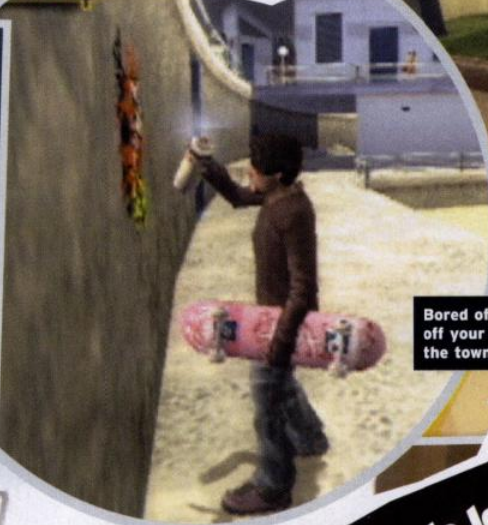
■ If you ever run out of goals to try, skaters to play as, or areas to tear up, Neversoft has provided all manner of creation tools to let you model the game your way. Designing tags, parks, tricks and skaters is fun enough but the real punch comes when you hook up an EyeToy and scan your own face onto your newly made trickster. Come to think of it, most of our created tricks are pretty damn special too...



Margera's awesome HIM-style pink board was the envy of all his friends.



Slow down time and even the toughest tricks become a cinch. Kinda.



Bored of tricking? Jump off your board and wreck the town a little.

"Focus mode lets you use your Special bar to slow down time, allowing you to really plan the ultimate 'trick'"



Every now and again, it pays to get off your board and take in the sights.



The Hand is easily one of the finest unlockables the world has ever seen.

cast of pros pulling off larger-than-life versions of existing tricks and towards Bam and friends throwing themselves (and each other) around with no regard for anyone's safety. Not that this kind of tomfoolery doesn't make for an enjoyable game, of course.

As with each *Tony Hawk's* game, there are plenty of new moves and tricks to help you rack up millions of points at a time. While not as important as the Manual, Revert or the ability to get off your board, tricks such as the Natas Spin - the ability to twirl at speed atop a point in a manner that doesn't

even pretend to be possible - and vandalistic tricks like the Sticker Slap and Graffiti Tag are surprisingly useful for bagging a few extra points. There's even a wealth of new bonuses for certain tasks, although you can usually be sure that if your combo breaks, damages or smashes anything around the level, then it'll score you extra points. To assist further in the quest for high scores, Focus mode lets you use your Special bar to slow down time, allowing you to really plan and execute the ultimate trick and then enjoy it in all its slo-mo glory.

This year's story is a fairly odd one - your created character is kidnapped by HIM-loving Bam Margera and skating legend Tony Hawk then forced to compete in an extreme skating contest around the world. Yes, it's silly but it does make for some very amusing goals, the likes of which the series has never seen. Each level gives you the ability to switch between your homemade skate freak and a selected pro at any time, as well as featuring a hidden character to find and unlock and a less orthodox guest character. These guys throw away boards in favour of go-karts, wheelchairs and -▶



Reviews

There's no way that balloon could ever hold his weight. Is there?

Juggling while balancing a skateboard on two wheels? Pull the other one.

You won't be able to get to many higher places while skating, y'know...

Wee-Man, Steve-O, Bam... just give us Ryan Dunn and we'll be happy!

► In Steve-O's case - a turbo-charged mechanical bull.

Hmmm. Unfortunately, these suffer from the same problem as the cars in the last game in that they just don't control well enough (especially when compared to the incredibly tight skating engine which has been tweaked to near-perfection here) to make them worth your trouble once the basic goals are done with.

Even if Bam versus Tony and a whole host of zany antics doesn't really do it for you, the inclusion of Classic mode surely will. A return to the pure and wholesome origins of the series, this mode gives you ten goals per level with a two-minute timer to pull off as many as you can and rack up the most points possible. Veteran Hawkies will know all too well just how addictive it can be simply retrying your favourite levels time and time again to beat your best score. But while there are a few too many collecting goals, skill-based tasks like picking up the letters of the word C-O-M-B-O get so tough in the later stages of the game that you'll need terrifying skills to even think about clearing them. With 14 stages of ten

goals each (not to mention two difficulty levels) it means you're unlikely to breeze through this even if you've got several other *Tony Hawk* conquests under your belt.

After extended sessions of playing *THUG2*, your brain actually slips into 'ridiculous skater' mode. As you wander the streets of the real world after turning off your PS2, you start seeing every barrier as a possible grind, eyeing up transfer opportunities or dreaming up ways to get up to that overhead power cable and reach the Secret Tape, (a tape so secret in the real world, of course, that it isn't actually there).

If you're willing to put in the time and effort to learn the intricacies of *Tony Hawk's Underground 2*, then you'll have an absolute blast and might one day even master the dizzy heights of 'Sick' mode, one of the toughest challenges we've ever been set by a game. Even if you don't, there are plenty of quick and simple thrills to be had. And as we've come to expect from *Tony Hawk's* titles, this is easy to play but tough to master in any way and that feeling of accomplishment that comes as you get better and better, make this an essential purchase. **LUKE**

Expert Gamer Panel

Keith

As expected, Activision has made changes, including over-the-top tricks and new characters but you have to wonder what else they can do with the franchise. The World Destruction mode is a neat addition but features like Sticker Slap mode may be a gimmick too far.



Kendall

While it's always been fun to play as Tony, it's Bam that we all love. So it's good to see his mania running through the latest *Hawk* epic. The levels are massive and the opportunity to play Classic mode is a welcome one. You know you want it!



Russ

Once again the Neversoft team returns with an awesome sequel. As usual the gameplay and soundtrack are good. Story mode is a little short, but Classic mode and online gameplay will give this title plenty of life. The *Jackass* team make for plenty of laughs.



Luke

As far as I'm concerned, this is the best *Tony Hawk's* game yet. You may not get a kick out of the cheap *Jackass*-esque thrills of Story mode but the sheer scope of the skating engine and the massive, wonderfully crafted levels mean that I'll be playing this for a good while yet. See you online...



Tony Hawk's Underground 2

OVERALL: *Tony Hawk's* games reward hard work so spend your wages on this title, practice hard and you'll be glad you did. Here's a game that has been successfully updated, with some welcome celebrity guests!

9

WHEREVER HE APPEARS, CHAOS FOLLOWS

Fist of the North Star

TV SERIES



6 DISC BOXSET AVAILABLE TO BUY ON
DVD FROM 18TH OCTOBER 2004 AT



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MOVIES MUSIC GAMES

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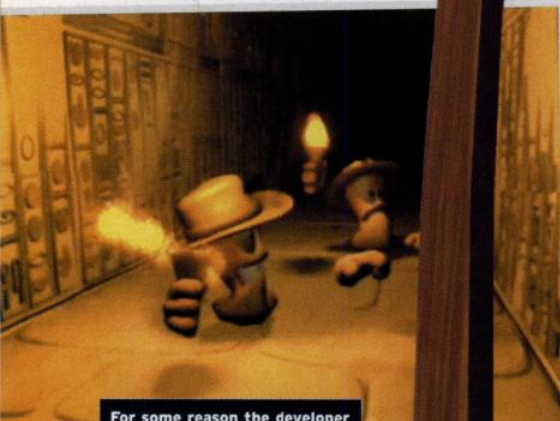
Wriggle It!

Worms Forts: Under Siege

Never trust a worm with a weapon... particularly one that fires hamsters!



And you were scared when you realised that the Americans had their finger on the button...



For some reason the developer decided to add story sections, skip, skip, skip.



It may look silly but this can mean the end of the game for anything on the receiving end...

And on the second day the Worm God created soil so that his followers may eat.



If there were an award for the silliest game franchise, *Worms* would sweep the board every year. These floppy pink combatants have bought you everything from exploding grannies right through to destructive fruit. You have to wonder if the development team is altogether right in the head. Especially after playing this game which features miniguns loaded with hamsters, catapults fitted with fridges and mortars cocked with what can only be described as archbishops. Bonkers.

But then what else would you expect from the *Worms*? The day those guys stop making us smile will be a very sad day indeed. It's strange then that in this latest instalment the developer has decided to go down the strategy route. Okay we know there was always strategy involved in the bouts, but now you can construct buildings, spawn worms and even create weapons. Whoa, what happened to all the silliness and fun that we have come to expect from *Worms*? Well it's all still in there but now you've got strategy as well.

This is a deft move from the developer as the new set-up is better-

Game Facts

- Sega
- Strategy
- £39.99
- Released: Out Now
- Players: 1-4
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

Rent this and you might end up feeling a little unsure. Buy it however, and give in to the obligatory probationary period and you'll end up having hours of fun.

The bottom line *Worms* is always going to be a title you'll either love with a passion till the early hours or loathe till the last breath you take.



suiting to the 3D environment that was shunned by many gamers in the last instalment. The average game runs like this: You have a main base that must be protected at all costs, because



Army Men

■ Your *Worms* teams can, as ever, be customised to the full. That includes names, accents, gravestones, flags, and theme music. Add to that a whole bunch of new facial animations, and the little creatures still manage to make us smile. Quite how the developer manages to get such character out of such a small thing is a mystery. We guess it's not the size that matters is it? Oh come on, it's not like we're going to miss out on the childish gags. One of the new features even allows you to pick your own helmet-style for your team. The opportunity for mid-game hilarity has just been increased astronomically...



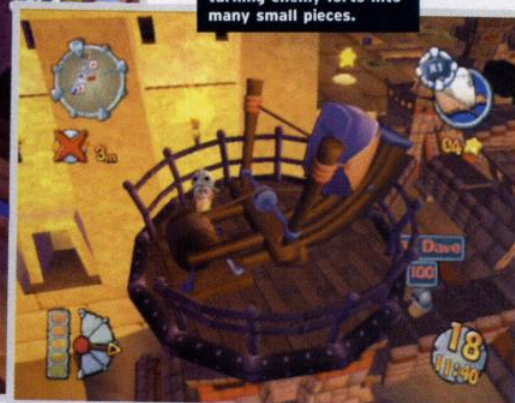
"You have to wonder if the development team is altogether right in the head"



Kids don't try this at home, putting the pope into a cannon is not generally smiled upon.



Good for storing beers, or turning enemy forts into many small pieces.



destruction means game over. From here you can start to create a network of buildings, capture stars on the map along the way that allow you to build bigger buildings and... we're losing you here aren't we? Basically depending on what buildings you own you have access to specific weapons. The better the building, the better the weapon.

Clever enough on its own, but in addition to this if you lose a link between a building and your main base, you lose that building. It may all sound complicated but it's quite easy and the tactics involved make you wonder what the hell you were playing at in previous *Worms* titles. The only negative aspect to this new style of play is the loss of terrain damage. We loved the fact that in the old games you could just blow your way through a mountain to get at your enemy. Alas, no more. This would apparently be 'damaging' to the new gameplay.

This does of course mean that you have to decide where you're going to position your buildings as well as your worms. In an ideal world you want to get your biggest, baddest building within line of sight of the enemy's main base. Easier said than done, which leaves you to play around with wind,

angles and power. Herein lies the biggest problem with the game. The computer is quite handy at figuring this out (we can't imagine why), while you're left with a nasty learning curve.

This is a very challenging game already but it can get a lot tougher when you're forced to fall back on old-school *Worms* techniques reborn in 3D. Perhaps we're getting too old for this kind of thing? Do they teach advanced spatial orientation in school these days? Okay, so maybe we're taking this a little too far but it does take a while to get the hang of. Not what you particularly want when you've also got to get your head around the *Forts* gameplay as well.

That said, there is a lot of fun to be had here and there's certainly plenty for the lonely player to battle through, including campaigns, challenges et al. Better yet, convince a few friends to sit down with it for an hour and you'll doubtless spend many an evening into the wee small hours firing all kinds of silly weapons at each other. Which, after all, is why videogames were invented in the first place. What other game allows you to hit your friend in the face with a moose? **MIKE**

Expert Gamer Panel

Keith

Hmm, another *Worms* game. After the glory days of the Nineties, the franchise has been flagging a little in recent years. It appears that now the worm has turned and this title may go some way to improving matters but there's nothing particularly groundbreaking with this one.



Kendall

We came to terms with the transition to 3D last year, still wishing they hadn't. I mean it can be done properly (he's gonna mention it again...) as the brilliant *Hogs Of War* proved years back. It's fun but just not as magical as *Worms* used to be.



Barry

Having not been around to play the last *Worms* and hearing about the bashing it got from the team, this is actually worth getting stuck into. Getting accustomed to how it operates can take a bit of time, but once you get past this, it's *Worms* madness from there on.



Mike

This is fantastic to play in single-player and becomes more addictive in multiplayer. Sadly it's let down slightly by a learning curve that is likely to put some off. If you are such a gamer give it another play, you could be missing out on a good experience.



Worms Forts: Under Siege

OVERALL: The latest offering of *Worms Forts* includes lots of challenging gameplay. It's tricky to get the hang of at first, and the strategy factor involves a whole new set of tactics, but we still love the little wriggles...

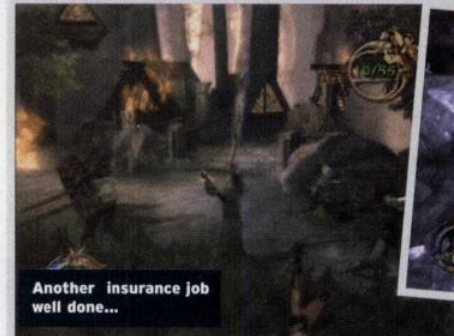
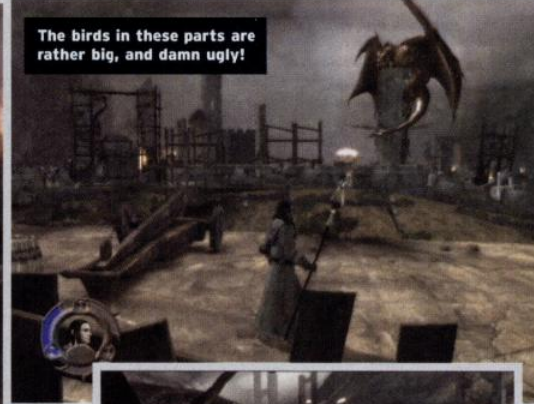
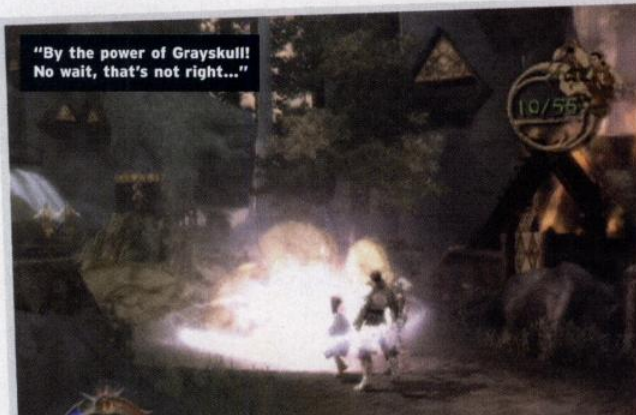
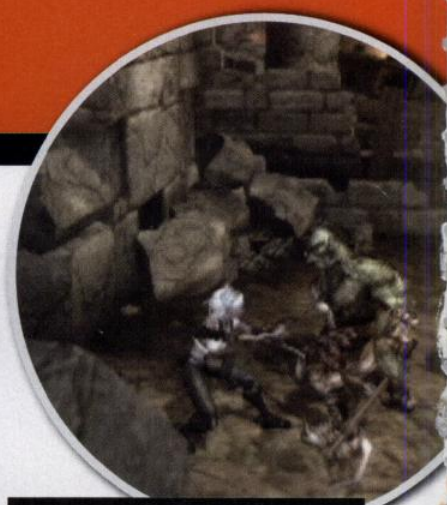
7

LATE ARRIVAL

**On Sale:
Out Now**

Demon Stone

You have chosen death by repeated button bashing...



Game Facts

- Atari
- Beat-'em-up
- £39.99
- Released:
Out Now
- Players: 1
- Peripherals:
Memory Card
Dual Shock



Buy it or rent it?

You'll see yourself through the game's hack 'n slash monotone play dynamic within a few days so enjoy a perfect rental and save yourself some cash.

The bottom line It's like working in a kitchen where you must cut up 1000 lbs of orc flesh in time for the lunchtime rush of... people who eat orc flesh.



Expert Gamer Panel

Barry

If you played EA's previous *Lord Of The Rings* offerings to death and button-bashing is your thing, then Atari's *Demon Stone* is the game for you. Simply slip into slaughter mode and butcher everything in sight. If you're looking for something more stimulating then try *The Third Age*.



Kendall

I enjoyed the world of hack 'n slash in the *LOTR* games so the chance to do it all again (albeit in a different fantasy world) was a welcome one. There's nothing we haven't seen before but if you're willing to leave your brain behind you'll have fun.



Andy

If the storyline is involving, hack 'n slash games can be entertaining. Sadly, this title has little chance of appealing, despite the polished presentation and shiny visuals. The combat becomes repetitive, and the friendly AI is often far more A than I.



Will

Stormfront has already made a game like this that catered for two-players, so it already feels like a sideways step rather than a progression from *Return Of The King*. That said, it does control with slightly more finesse, being a mid-point between butchery and surgery.



Forgotten Realms: Demon Stone

OVERALL: The dragon-filled world looks great and you can select which fighter to control, however that doesn't detract from the fact that the endless fighting gets more than a bit repetitive. *The Third Age* would be a better choice.



Been to the cinema lately? You might well have seen that advert for mobile phones where Mikey from *The Goonies* tells movie executives that you can't have a fourth *Lord Of The Rings* movie because a trilogy is only three. Developer Stormfront Studios has already made two *Lord Of The Rings* games for Electronic Arts that involve hacking the living Christ out of hordes of orcs and goblins and has covered every scene from the films that didn't look like an old Timotea advert. There's nothing else to kill. All the evil in the Tolkien world has been defeated... so the developer must be thanking all that is holy for the *Dungeons and Dragons* world of *Forgotten Realms*! This gives the company the chance to take the same hack 'n slash idea from the *LOTR* titles and work it into a game that allows players to hack the living crap out of more hordes of orcs and goblins. Just differently licensed ones... Yes, a quick surface scan of this slash-a-thon reveals it to be slightly more than a reworking of two existing EA games that are now available on the

"Kill a hundred beasties, kill a thousand - it doesn't matter"

Platinum budget label. By slightly, we mean you still get to improve your characters' moves lists by attributing experience points earned by killing beasties, but you can now swap control between any of the characters during play at the touch of the D-pad [Ooh! - Ed]. Deeper play reveals that you can get the characters to attack the same enemy simultaneously, and there are even some stealth sections where you can perform sneaking one-slash attacks. There's no doubting the epic look of some of the levels but it's the repetition of the combat that really astounds. It's relentless to the point of being emotionally draining. Kill a hundred beasties, kill a thousand - it doesn't matter. It rarely feels skilful. It often feels like button-bashing butchery. Sure, it's beautiful butchery, but butchery nevertheless. A classic rental. **WILL**

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1) Eric Prydz - Call On Me

	polyphonic	monophonic	Realtones
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3) Usher f. A. Keys - My Boo	A352	B352	soon
4) Khia - My Neck, My Back	A353	B353	soon
5) Jojo - Leave	A354	B354	soon
6) Eminem - Just Lose It	A355	B355	soon
7) C. Aguilera f. M. E. - Car Wash	A356	B356	soon
8) Nelly - My Place	A357	B357	soon
9) Green Day - American Idiot	A358	B358	C358
10) Robbie Williams - Radio	A359	B359	soon



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Beverly Hills Cop	Hi7152	Hi7174	Big Brovaz - Baby Boy	Hi7226	Hi7242
Das Boot	Hi7153	Hi7175	Cassidy feat. R. Kelly - Hotel	Hi7227	Hi7243
Dirty Dancing	Hi7154	Hi7176	Coolio - Gangsta's Paradise	Hi7228	Hi7244
Dukes Of Hazard	Hi7155	Hi7177	Eamon - F*** It	Hi7229	Hi7245
Fame	Hi7156	Hi7178	Eminem - Business	Hi7230	Hi7246
Ghostbusters	Hi7157	Hi7179	Frankie - F.U.R.B.	Hi7231	Hi7247
Halloween	Hi7158	Hi7180	Jay Z - Hard Knock Life	Hi7232	Hi7248
James Bond	Hi7159	Hi7181	Missy Elliott - Pass That Dutch	Hi7233	Hi7249
Knight Rider	Hi7160	Hi7182	Nelly - Hot In Here	Hi7234	Hi7250
Looney Tunes	Hi7161	Hi7183	Sean Paul - Like Glue	Hi7235	Hi7251
Matrix	Hi7162	Hi7184	Shaggy - Hey Sexy Lady	Hi7236	Hi7252
Mission Impossible	Hi7163	Hi7185	Jay Z - Hard Knock Life	Hi7237	Hi7253
Muppet Show	Hi7164	Hi7186	Twista - Slow Jamz	Hi7238	Hi7254
Pink Panther	Hi7165	Hi7187	Vanilla Ice - Ice Ice Baby	Hi7239	Hi7255
Pulp Fiction	Hi7166	Hi7188	Warren G - Regulate	Hi7240	Hi7256
Sex And The City	Hi7167	Hi7189	Dance	poly	mono
Simpsons	Hi7168	Hi7190	2 Unlimited - No Limit	Hi7256	Hi7277
Star Wars	Hi7169	Hi7191	Avril Lavigne - Don't Tell Me	Hi7257	Hi7278
The Fresh Prince Of Bel-Air	Hi7170	Hi7192	Baracuda - Damn!	Hi7258	Hi7279
Time Warp	Hi7171	Hi7193	Beyoncé - Naughty Girl	Hi7259	Hi7280
Chartbreakers	poly	mono	Brooklyn Bounce - Bring It Back	Hi7260	Hi7281
Avril Lavigne - My Happy Ending	Hi7194	Hi7209	Colour Me Bad - I Wanna	Hi7261	Hi7282
Britney Spears - Everytime	Hi7195	Hi7210	Culture Beat - Mr. Vain 2003	Hi7262	Hi7283
Faithless - Insomnia	Hi7196	Hi7211	DJ Casper - Cha Cha Slide	Hi7263	Hi7284
Gunther & T.S. - Teeny Weeny	Hi7197	Hi7212	Elvis Presley - Rubberneckin	Hi7264	Hi7285
Houston - I Like That	Hi7198	Hi7213	Faithless - Insomnia	Hi7265	Hi7286
Jamali & Rage	Hi7199	Hi7214	Fast Food Rockers - Say Cheese	Hi7266	Hi7287
J-Kwon - Tipsey	Hi7200	Hi7215	Groove Coverage - God Is A Girl	Hi7267	Hi7288
Kelis - Trick Me	Hi7201	Hi7216	Hardy Hard - Silver Surfer 2003	Hi7268	Hi7289
Maroon 5 - She Will Be Loved	Hi7202	Hi7217	Jalimeison - Complete	Hi7269	Hi7290
Natasha Bedingfield - These	Hi7203	Hi7218	Narcotic Thrust - I Like It	Hi7270	Hi7291
Outkast - Roses	Hi7204	Hi7219	Natasha Bedingfield - Single	Hi7271	Hi7292
Ozone - Dragostea Din Tei	Hi7205	Hi7220	Peter Andre - Mysterious Girl	Hi7272	Hi7293
Shapeshifters - Lola's Theme	Hi7206	Hi7221	Special D - Come With Me	Hi7273	Hi7294
TiPates - You Should	Hi7207	Hi7222	Usher - Yeah!	Hi7274	Hi7295
Usher - Burn	Hi7208	Hi7223	VS - Love You Like Mad	Hi7275	Hi7296

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Mission Impossible**	Fun549
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Radio tuning	Fun551
Shotgun	Fun552
Teletubbies Adult	Fun553
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Britney Spears - Everytime	Real3161
Busta Rhymes - Make It Clap	Real3162
Christina Aguilera - Dirty	Real3163
Dirty Dancing	Real3164
Eamon - F*** It	Real3165
Faithless - God Is A DJ	Real3166
Faithless - Insomnia	Real3167
Kate Ryan - Désenchantée	Real3168
Maroon 5 - She Will Be Loved	Real3169
N. Bedingfield - These Words	Real3170
Outkast - Ms. Jackson	Real3171
Ozone - Dragostea Din Tei	Real3172
Pink - God Is A DJ	Real3173
Shapeshifters - Lola's Theme	Real3174
Usher - Burn	Real3175

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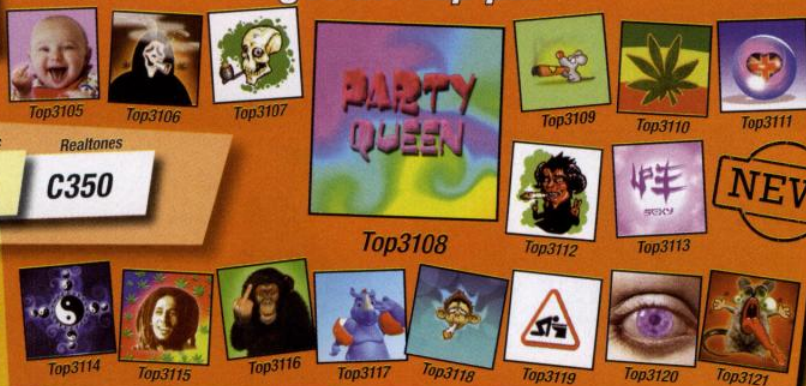


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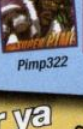
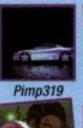
Top3120

Top3121

how cute :-)



Love1467



sexy girls for ya



Babe1320



Babe1321



Babe1322

YES!

Sexy surprise

Babe1323

Babe1324

Babe1325

Babe1326

Babe1327

logos messages



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FIRST VERDICT

**On Sale:
Out Now**

WRC 4

Fasten your seatbelts as the latest edition of *WRC* comes hurtling through the mud towards us!

The crowd has a lucky escape as we show off our inept driving skills.

With a bit of practice your cornering can be as awesome as ours.

This landing is going to be painful.

P2 Bronze Joypad Award

Game Facts

- Sony
- Racing
- £39.99
- Released: Out Now
- Players: 1-4 (2-16 online)
- Peripherals: Memory Card, Dual Shock, Network Adaptor, Steering Wheel, USB Headset

Buy it or rent it?

With a substantial Championship mode and online play this is most definitely a keeper. You'll only scratch the surface with a couple of nights play.

The bottom line Sony's *Colin McRae* challenger returns with another solid edition that closes the gap between the two titles.

3+
AGE

"The impressive draw distance only adds to the excitement, as the scenery is unveiled far ahead"

It's that time of year again when we get all the updates of last year's games. This used to be exclusive to sports games like *FIFA* and *Madden* but now rally games have gotten in on the act with shiny new editions every year. The trouble with this is that more often than not very little changes from year to year. This was the case with *Colin McRae 2005* and while it had some improvements over last year's effort, it wasn't enough to really set the two games apart.

WRC 4 also makes a return this year with some enhancements, most importantly the online play. Obviously *Colin* had online compatibility this year too, although it should be noted that it only supports a maximum of eight players while *WRC* can handle up to 16. One benefit *WRC* has over its rival is the official licence, which gives it a greater air of realism despite the more

arcade-like feel to the actual driving. This though, means that it's much more forgiving when it comes to smashing the crap out of your chosen vehicle, with even the most knackered of cars being able to limp across the finish line. This arcade-esque experience certainly paves the way for more thrills and spills as you go hurtling down the straights at crazy speeds. The impressive draw distance only adds to the excitement, as the scenery is unveiled far ahead.

Now we guess you're expecting us to tell you which rally game you should part with your hard earned pennies for, this or Mr McRae's [That is what you're here for - Ed]. Well there really isn't a clear-cut answer. They're both great games with very little between them. *Colin McRae* has slightly more realistic handling but that's about it. If you want the official licence go for *WRC*, if you don't then, er, don't. **SIMON**

P2 Expert Gamer Panel

Barry

The *World Rally Championship* titles have, over time, gotten so much better, and as Simon said, it's almost on par with the *Colin McRae* titles. I've never been much of a rally fan, but if you're looking for something that's instantly playable and doesn't bore you to death, then try this.



Keith

This game races in the middle lane, positioned between the stats and car customisation of *McRae* and the thrills of an arcade racer, so it may appeal to a wider range of gamers. Although the control system is a little sensitive, it looks, sounds and races well.



Roy

The *WRC* guys at Sony seem to have finally got their act together to produce an officially licensed title that has all the handling, customisation and excitement that we need from a rally game. With the online mode, this series is now (finally) a rival to the mighty *McRae*.



Simon

The gap has definitely closed between *Colin McRae* and *WRC*. So much so that I'm giving this the same score I gave that, as there's so little in it. *WRC* is loads of fun and has enough to do to keep you going for weeks, especially if you get yourself online.



WRC 4

OVERALL: The main feature of this rally title is its online compatibility which outranks *McRae's*, enabling up to 16 players to take to the track. A fun, arcade style that manages to keep things realistic too!

8

On Sale:
Out Now

LATE ARRIVAL

PS2 Silver Joypad Award

Game Facts

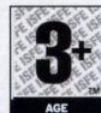
- Sony
- Action/Adventure
- £39.99
- Released:
Out Now
- Players: 1
- Peripherals:
Memory Card
Dual Shock



Buy it or rent it?

Don't be fooled by the cutesy characters and the cartoon look because *Sly 2* is one of the most solid and innovative adventure titles on the PS2 right now.

The bottom line Nothing short of excellent, *Sly 2* fixes most of the first game's flaws and delivers a marvellous adventure experience.



Sly 2: Band Of Thieves

The black and white raccoon is creeping back into the limelight to steal all your spare time...



It's the perfect gaming crime. The lads love a rogue who they can identify with, and the ladies love the cute fluffiness of cartoon animals - what better base from which to sell a title that has its roots in the floundering platform genre? Indeed, Sucker Punch really has stepped up to the challenge, and *Sly 2* could well be one of the most solid and well polished games to appear on the console this year.

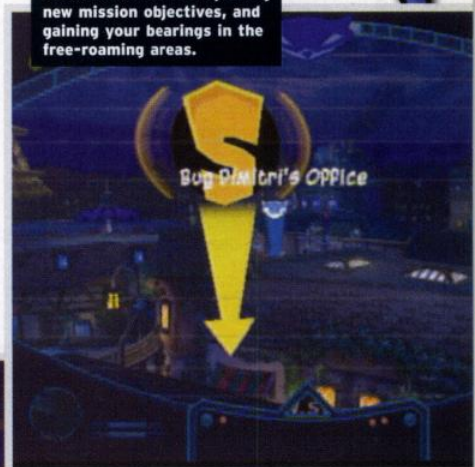
Is it possible? Well for a start, it's important to dispel the odd myth or two that will cloud the minds of the uninformed gamer. *Sly 2* has a cartoon

look, but it's by no means a 'kid's only' title. The gameplay is massively engaging, and far less frustrating than the deadly serious stealth titles that have players reaching for the stress-ball on a regular basis. Playing as Sly the raccoon or one of his comrades, your task is to infiltrate buildings to steal information, art, and basically anything your mate can shift on ThiefNet (no relation to eBay kids!) The game mechanics at work in the title are refreshingly simple to grasp, as most useable objects are context-sensitive, allowing players to glide smoothly through the environments while tip-toeing on tightropes and shimmying round ledges.

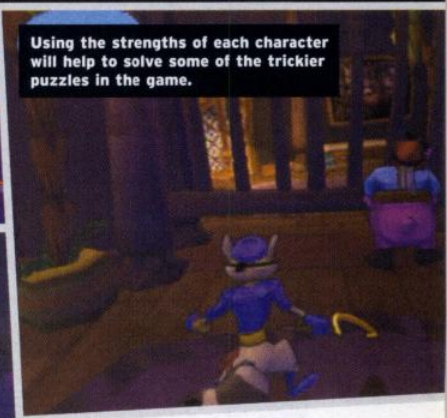
It doesn't end there though. Not only does *Sly 2* play like a control-freak's wet-dream, it's also wonderfully styled and presented. From the 'Thwack' animations in the combat sections, all the way to the slightly twisted visual style of the cut-sequence characters, *Sly 2* is a joy to behold. Highly recommended for kids, adults and anyone who misses the old-school 3D platformer... **ANDY**

As with every, er, over-the-top heist game, expect to be dodging laser traps and other sensors on a regular basis.

The spy camera in *Sly 2* is an essential tool for spotting new mission objectives, and gaining your bearings in the free-roaming areas.



Using the strengths of each character will help to solve some of the trickier puzzles in the game.



Tight-rope walking is a fantastic feature of the game, and it cuts out the frustration factor of endless platform jumping.



PS2 Expert Gamer Panel

Barry

This is a cracking little cartoon-style platform romp which I didn't expect. Beneath its cuddly characters lies an entertaining game that can be picked up and played by those of all ages. A vast improvement on the first instalment, this game is a pleasant surprise, don't pass it up.



Keith

Sly is the result of one drunken night when Sam Fisher wandered into the forest, and did something he'd rather forget. But nevertheless this raccoon has some impressive moves as well as some super-slick environments - I challenge you to play through without a smile on your face.



Kendall

Sly 2 is one of the best-looking games of recent months and luckily it has the gameplay to back it up too. Bigger worlds, greater challenges and a cast of quirky animals make this adventure a treat.



Andy

Sly 2 isn't an essential purchase, but it is an extremely well-crafted platform game that will enthrall all ages. Its look and play-style are slick and the depth and comedy available ensure players see it through to the end. Hmm, perhaps it is an essential purchase after all!



Sly 2: Band Of Thieves

OVERALL: *Sly 2* has made all the necessary improvements since the first game, making this second offering a great arcade action adventure. Challenging, entertaining and a visual treat!



FILTH! FURY!

**On Sale:
Out Now**

Leisure Suit Larry: Magna Cum Laude

One man's quest to enjoy the simple things in life - booze, rockin' and loose ladies!

Game Facts

- Vivendi
- Party/Puzzler
- £39.99
- Released:
Out Now
- Players: 1
- Peripherals:
Memory Card
Dual Shock



Buy it or rent it?

Leisure Suit Larry is ridiculous fun if you're in the right frame of mind (*Carry On* meets *Porky's*) and chances are, once you pick it up, you'll want to see it through to the very end - but it won't take you long...

The bottom line If the screenshots bring a smile to your face then you'll enjoy the main game. It's stupid, it's childish and it's utterly non-PC, but like *American Pie*, it'll often make you laugh out loud.



PS2 Bronze Joypad Award

In the immortal words of Jar Jar Binks: "How Wude!" - yes, *Leisure Suit Larry: Magna Cum Laude* is certainly the rudest game in the history of the PS2, but then you probably could have guessed that from the screenshots. Luckily, behind the filth and female flesh is an amusing and entertaining romp that might have Mary Whitehouse spinning in her grave but should put a smile on the faces of the rest of us!

Some of you may remember this from the popular PC series of the past - the new Larry is actually the nephew of the original saucy hero, although Uncle Larry does appear at regular intervals to pass on important information that he learnt during past adventures.

The story, for what it's worth, finds our hapless hero at college having little luck with the opposite sex. Then, as fate would have it, popular TV dating show *Swingles* comes to town and Larry sees it as his best chance of getting some action. Naturally, the course of true lust never runs smooth and so Larry needs to fulfil many tasks before being allowed on the show and in true *Catch-22* style, these involve wooing ladies on campus. Every time he gets lucky, he gets an 'object of affection'

and each one gets him closer to televisual glory.

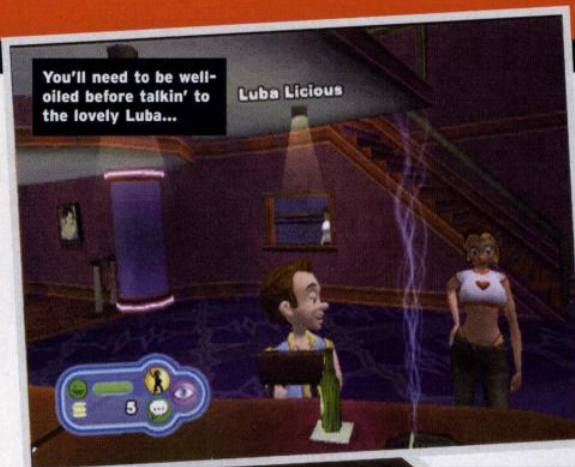
When you talk to the girls, the usual conversational tool is a sperm (yes, you read that right) travelling along the screen, and you must move it so that it passes over the correct icons to help Larry be charming. Watch out though, as hit the wrong points and his mouth starts to run away with him and he'll lose her. There are also beer icons - run over these and it becomes extremely difficult to control your little swimmer...

To make things tougher, some girls can only be talked to when Larry's been on the sauce. Yes, his confidence level rises when he's had a few pints and so sometimes he needs to be blind drunk to get the necessary bravado. Alas, this also means that your control of the icon is particularly shaky and you need to grab as many coffee icons as possible to bring him back to a respectable level of sobriety.

There are many other games for Larry to master if he has any chance of winning - most of these are some sort of variant on *Dance Dance Revolution*-style button pressing, whether it's to make Larry shake his butt in a dancing competition or showing off his skills on a trampoline to the soundtrack of Right Said Fred's, *I'm Too Sexy*.

Drink, Strip...

■ Larry might find some of the girls hard work, but a guaranteed way to get them in the mood is to ply them with booze. Of course, he wants to be a bit subtle about it, and so challenges them to a game of quarters - now all he needs is a decent tossing action and he'll get the girl drunk and be one step closer to his destiny...



"His confidence level rises when he's had a few pints and so sometimes he needs to be blind drunk to get the necessary bravado"

Some of the games are much more base than this, a first-person shooter-style game involving a water cannon and some wet t-shirts? Present and correct. There's also a Pong-style game where you're trying to ring a bell with a... well, we'll have to let you discover that one for yourself, to avoid getting into trouble with the press authorities...

Naturally all this would fall down without some sharp and witty dialogue to go with it and luckily the script for *Magna Cum Laude* does feature some clever and hilarious gags, which should keep you smiling as you play. The party is boosted by some awesome soundtrack offerings too - how can you resist a game which features both Motley Crue's *Girls Girls Girls* and Slaughter's *Up All Night*?

The problem that this adventure has is that, like Larry's hormonal fumbblings, the fun is over oh too soon. It's not going to take you more than a couple of days at the most to see everything the game has to offer, but having said that there is enough fun here to still make it a worthwhile purchase for those looking for simple, easy gaming with a heavy dose of innuendo and smut. And who doesn't want that? **KENDALL**

Expert Gamer Panel

Barry

This game will haunt me forever after that feature, which I'll take a bashing for until I die. LSL strikes the perfect balance between smut and comedy and if polygons are your thing, Larry's ladies will satisfy your needs. Roll around in Vaseline and have fun.



Keith

It might not be to everyone's taste but Larry's a winner for me. There's plenty to explore and 'experiment' with, as well as a whole host of mini-games, just as outrageous as the main adventure. If like your games funny, simple and sleazy then this is for you.



Roy

We sometimes say that certain games are as fun to watch as they are to play. Well, that's certainly the case here - while the gameplay is fairly simple, the script is fantastic! Fun for all the family... or those of them aged over 18, anyway!



Kendall

Yes, yes, it's stupid, childish and highly unnecessary. But if you're in the right mood then you'll find plenty to smirk about and the occasional big laugh. The mini-games are varied and challenging and once you start your quest, you'll want to see how it ends up and yes, it will be filthy...



Leisure Suit Larry: Magna Cum Laude

OVERALL: It's silly, it's naughty and all the little fella wants to do is get laid. Fans of the old Larry games will absolutely love it, and if you're too sad and introverted to get a real girlfriend, you can play this and pretend instead!



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**On Sale:
Out Now**

Premier Manager 2004-2005

Damn you Sven, this job really is as tough as you said!

Game Facts

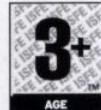
- Zoo Digital
- Sports Simulator
- £39.99
- Released: Out Now
- Players: 1
- Peripherals: Memory Card Dual Shock



Buy it or rent it?

Obviously if you're really going to get the best out of this, you'll want to buy it as a few nights won't be enough, but chances are a rental will show you just how underwhelming it is...

The bottom line It's a football management title. It's not very user-friendly, not very deep and simply not good enough to give the likes of *LMA* sleepless nights.



The *Premier Manager* series has always been a poor relation compared to Codemasters' excellent *LMA*, but this year it promised a new interface 'specially done with the PS2 user in mind'. You'd imagine that this would improve the game, wouldn't you? Alas, no. It seems to have made the game more sluggish and less user-friendly. Unlike *LMA*'s fluid control system, this is a constant stop/start affair with no sense of continuity, in fact there were times when we didn't want to change formation, as we knew we'd have to wait to get back into the game! Not good.

The game gives you the chance to choose from the leagues of six countries: England, France, Germany, Italy, Scotland and Spain - although bizarrely you can only access a



maximum of four on each campaign. Once you've chosen your team, you can set up the training programs, and friendlies, all the usual management tomfoolery. Watching the actual game gives you an overhead view, with blobs representing the players. It's functional, but damned ugly. And once again, the set-up means that should you decide to change tactics, you go out of the main game and into a completely different set of screens, ruining the momentum of that all-important match.

Premier Manager 2004-2005 has the look and feel of a budget title and maybe at half price, some of its faults could be overlooked, but at 40 notes, it's just not good enough to compete with the premier league of sports simulations. Looks like this one is fit for relegation. **KENDALL**

"It's functional, but damned ugly"



Man, get on with the football already!

Expert Gamer Panel

Barry

I detest management games and this pitiful title has hammered that fact home even more. It's clunky, slow and boring as hell. I'd rather have a kick in the knackers from King Kong than play this chunk of change. But hey, that's just me.

Keith

Choose your team, select your formation, then throw cups of tea around the changing room when you don't get your way. Another management game tries to get the PS2 premiership title but with titans such as *Champ Manager* on the way, this will struggle to survive.

Mike

The simple fact is, that management freaks don't have enough time for more than one management game - and this is not it. Vastly inferior to the excellent *LMA Manager*, the annoying interface and slow loading times take away any of the fun. Avoid it!

Kendall

I do have a soft spot for football management titles, but this one is just a little too basic to warrant a purchase. The interface is clunky and leads to a lot of sitting around watching loading screens and overall, this feels like a dated budget game. Stick to *LMA Manager*...



Premier Manager 2004-2005

OVERALL: We won't beat about the bush, *Premier Manager* is simply not the management game of choice when tempted by so many other, better titles. It's slow, awkward and not even particularly nice to look at.



On Sale:
Out Now

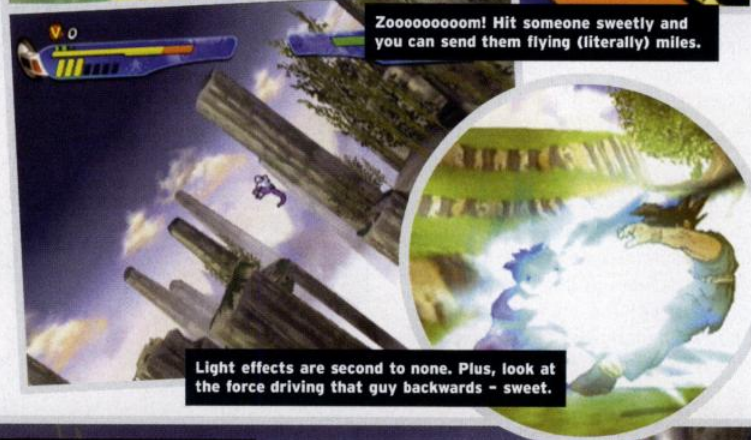
Dragon Ball Z: Budokai 3

EXPLOSIVE SEQUEL

Larger than life, and twice as colourful: epic kiddie-violence, the anime way...



Graphically, this is easily the best *Dragon Ball* title we've yet to see.

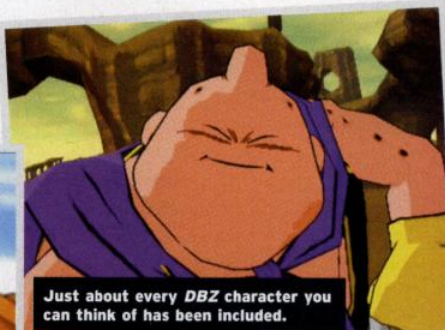


Zooooooooooooom! Hit someone sweetly and you can send them flying (literally) miles.

Light effects are second to none. Plus, look at the force driving that guy backwards - sweet.



Much of the action takes place a few metres away from terra firma.



Just about every *DBZ* character you can think of has been included.



Some moves require quick button pressing in order to defend.

You either comprehend it, or you're too old! Yup, another of those crazy Japanese licenses - that keeps the kids silent for hours while parents rub their temples in anguish - has found its way onto PS2. However, unlike the recent slew of truly dire cartoon-to-videogame transitions, Atari's latest attempt to create the definitive *Dragon Ball* title is not actually a complete failure. Perhaps it's something to do with the scope of *Budokai 3* that elevates it. Just like much of its fighting, Atari's game has its head firmly in the clouds, and makes some strong attempts to develop the beat-'em-up genre into something approaching a battle RPG.

Of course, it all seems very simple to begin with. Choosing one of the many familiar *Dragon Ball* heroes on offer, gamers must develop their fighter through a continuous adventure, increasing experience with each battle and earning new abilities and skills. And while this will exclude the gamers who'll be hoping to 'dip in' and just fight in the vein of something like *Street Fighter* (don't worry, as there are plenty of straight play modes also available), it will satisfy the hardcore fan base's need to feel a part of the *Dragon Ball* world in a way that few

Game Facts

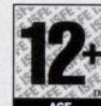
- Atari
- Beat-'em-up
- £29.99
- Released: Out Now
- Players: 1-2
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

If you know you're the target audience for *Dragon Ball* then you know this will appeal to you. But we recommend buying it, as it'll take more than a weekend to learn everything!

The bottom line The inexplicably popular *Dragon Ball Z* gets another PS2 title under its belt, this one mixing fighting with some RPG elements.



other fighters could claim to be capable of providing.

Travelling becomes an essential part of the gameplay, as you fly over various types of terrain in an effort to find the next fight or one of the many secret items scattered over the landscape. To this end, *Dragon Ball Z: Budokai 3* appears far more open-ended than the majority of fight-then-progress based beat-'em-up titles out there, the sense of freedom quite bewildering to begin with, the scope of your quest leaving you feeling very small, juxtaposed against the mountains and oceans ahead. However, to hold a candle to the *Street Fighters*, *Virtua Fighters* and *Tekens* of this world, *Dragon Ball* would have to find itself blessed with a fight engine of astronomical quality, and while the pseudo-3D antics on offer don't disappoint hugely, Atari's title is some way off the pristine fluency of those kung-fu masters.

Most of the people who pick this up off the shelf will be expecting one thing from *Budokai 3* - to take part in some over-the-top battles involving giant energy blasts and epic dust-clouds - and those people will be pleased to discover that the coding team has gone overboard in making the game look more like the cartoon than previously.

Try not to get on the receiving end of one of these. You probably won't get up again.



When he lets go, expect the smaller guy to fly through the air until they hit a mountain.

Each level has a novelty element to it. This dinosaur involves himself in special moves.



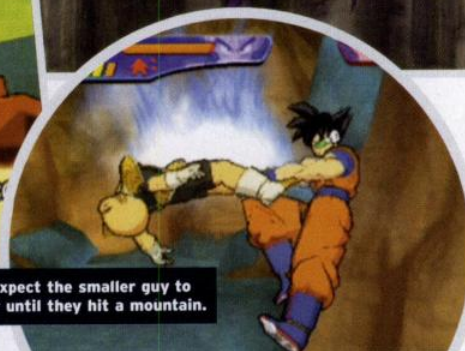
We lost track of the plot, but it involves Goku going all evil, or something.



All the moves on offer are typically over-the-top, whether long or short-range-based.



Though the game plays on a 2D plane, you can dodge towards the screen and round your opponent.



These diverting speech cards are used to contextualise each fight.



Ki To The Universe

The power of your moves in *Dragon Ball Z: Budokai 3* is dictated by the series of Ki bars under your health meter. Powered up by holding down block and double-tapping backwards, your Ki works like an energy-payment system for moves, with some costing far more Ki power to pull off than others.



"Most of the people who pick this up off the shelf will be expecting one thing from *Budokai 3*"

There are many characters to choose from, each animated with unerring attention to detail and character. Punches send opponents reeling through the dirt, skidding for 20 feet; light effects litter the screen from the unpronounceable blast moves available; unwitting combatants are sent flying into the air only for the battle to continue, floating some way above the ground. Players are also able to teleport in order to avoid taking hits and fit in a surprise retaliatory blow, adding an extra offensive element to defensive battle tactics.

Special mention should also be given to the grandstanding special moves on offer, which send victims sprawling through the sky for hundreds of yards,

and carry enough force to knock anyone on the receiving end straight through any errant rock faces that should get in the way.

Despite the best of intentions, it's all somewhat stilted, with the steepest of learning curves for newcomers to get their heads (and thumbs) around. Nonetheless, *Budokai 3*'s mid-price retail mark-up should certainly ensure it finds its way into many stockings, which is no bad thing considering the awful games that are going to sell during the silly season, regardless of quality. We just wish we could be there to see the number of bewildered granddads that are going to have to sit through a few multiplayer games on Christmas morning. **MAT**

P2 Expert Gamer Panel

Andy

With titles like *Tekken 4* and *Soul Calibur 2* still fresh in PS2 gamers' minds the need to fill the console's UK line-up with a strange Japanese fighter has to be questioned. *Dragon Ball Z* is not a poor game, but has little to offer anyone without a Japanese fetish.

Will

They've captured the excitement of a game of cards perfectly. The cel-shaded combat shows off the 'toon's kinetic bashing while playing a damned sight better than other games not made by Namco. It's still going to be more fun for fans.

Keith

I wasn't really expecting much from this title, Pokémon-esque characters, zany sounds and colours to make your eyes bleed. But *Budokai 3* has enough engaging elements to make the combination work. A respectable effort but one for hardcore fans only.

Mat

It's a great idea to immerse the game in the *Dragon Ball* universe, and the RPG elements are a welcome development. The fighting parts are still somewhat choppy though, even if they are well animated. An acquired taste, but destined to please some gamers.



Dragon Ball Z: Budokai 3

OVERALL: As Mat says, the *Dragon Ball* series is an acquired taste and *Budokai 3*, while being attentively designed, is no exception. However it is worth experiencing the OTT special moves, and effects. A zany game for the fans.



What other games feature giant worms that spit on you? Actually, don't answer that one girls...



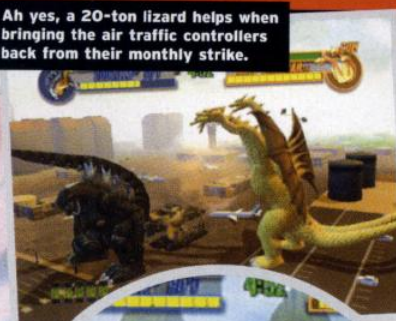
Sometimes it pays to just hug and make up. After all, violence solves nothing, even if you're a giant lizard wrecking-machine.



He's in Rage mode, but as Godzilla is usually miffed, don't expect this to make much difference to the gameplay.



Ah yes, a 20-ton lizard helps when bringing the air traffic controllers back from their monthly strike.



Godzilla against a Power Ranger? Its like two tramps fighting over who gets to raid the next bin.

Godzilla: Save The Earth

On Sale:
Out Now

BUDGET PRICE

Ridiculous prehistoric combat with a cheap modern veneer - and we're not just talking about the gameplay...



No game has quite captured the feeling of being a grown man, running around in a rubber suit, trying to knock the hell out of other similarly attired blokes. If this were a contest to make the player feel like they really were the struggling actor who played Godzilla in the classic, yet naff, Japanese movies then we'd be happy to slap a ten out of ten rating on this game and instruct you where best to snag a copy of this modern marvel. The only problem with this is that said rubber-suited chap would have been frustrated, clumsy, hot and bothered, and extremely pleased to remove himself from the dino-chore by the end of the day. Welcome to *Godzilla: Save The Earth*.

Anyone who remembers 2003's *Destroy All Monsters Melee* will be well aware of how the *Godzilla* game works. Much like a wrestling title, only with more believable acting, this game pits up to four monsters against each other in an arena. The difference here is that the fight-area is a sprawling cityscape, containing anything from skyscrapers to quiet Buddhist temples - all ripe for the demolishing as you melee with the other monsters. Sounds like a great laugh, and on the surface *Save The Earth* had the potential to allow wrestling fans a little credibility with

Game Facts

- Atari
- Beat-'em-up
- £19.99
- Released: Out Now
- Players: 1-4
- Peripherals: Memory Card, Dual Shock, Multitap



Buy it or rent it?

Despite its low price, gamers would still be advised to sample the rubber-suited monsters at the cost of a rental - if at all.

The bottom line It's a brawler, with *Godzilla* and all manner of other monsters that were too scary for *Power Rangers* and too silly for *Jurassic Park*.



their gaming purchases. However, as with the last game, this just isn't the case, leaving *WWE* enthusiasts with the prospect of buying this and being laughed out of the store, or sticking to their usual tippie of a title that more often than not has a semi-naked oiled man called something like 'Nathan Slam' on the cover.



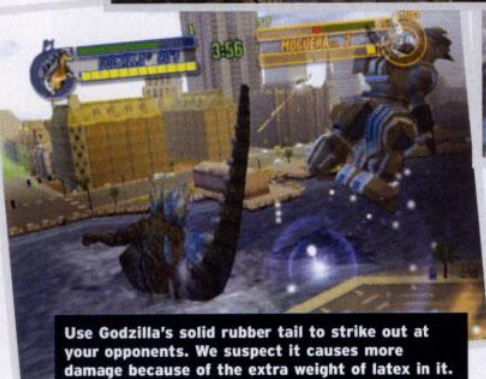
When you find yourself playing the bowling mini-game in *G:STE* for fun, why not turn off the PS2 and cry yourself to sleep?

Mini Mayhem

■ If you fancy a break from the all-out wrestling action that constitutes the main part of the game, you could try your hand at a few of the crazy mini-games on offer. Although some provide a small modicum of amusement, most merely highlight how poor the in-game engine really is. Basketball, for example, is a real comedy of errors, and the bowling game, an exercise in futility as you urge your incompetent monster to pick up boulders that can be lobbed at the pins. Avoid these distractions and stick to the multiplayer.



Mecha Godzilla 2 is the sequel to the original Mecha Godzilla who suffered an unfortunate weakness for rust.



Use Godzilla's solid rubber tail to strike out at your opponents. We suspect it causes more damage because of the extra weight of latex in it.

"The combat system is ropier than Wayne Rooney's 40 quid slapper"

Ok, so the *Godzilla* game has been improved, and now boasts a shiny new look that updates the series well. The special laser beam-style attacks look impressive, and cities have been given enough character to make them easily recognisable. The combat, however, remains the sticking point here, as playing the game still fails to be enjoyable on almost any setting. Redemption is found through a few swift multiplayer scraps, and the game's ability to place up to four monsters on-screen at once is easily its crowning glory. The fact that the combat system is ropier than Wayne Rooney's 40 quid slapper is excused by the multiplayer, and anyone who regularly has four-player sessions with a group of friends should consider stumping up the budget asking price for a copy of the game. However, having a sub-standard fighting system hampers any positive experience players could gain from a serious single-player campaign, and once through the

series of daft fights that constitute the Action mode, it becomes tough to stomach just one more play... The main problem with the action is that the contact is random, and executing close-up moves such as throws can be a matter of life or death. While you're busy fiddling with a building to pick up and throw, your opponent may well have pulled off a combo that tears off a huge chunk of your energy.

Aside from that, there are some strange mini-games, most of which fall flat on their face in the scramble to make *Godzilla* 'worth buying'. The power-ups that occur mid-game seem to affect the gameplay very little, but when you're collecting points to unlock the myriad monsters available, every glowing icon is welcome. Indeed, the choice of characters and mini-games is a fan's wet dream and *Godzilla* enthusiasts will be delighted at the £20 price tag. For everyone else, there is little here that merits a purchase, even at this low price. **ANDY**

Expert Gamer Panel

Kendall

Poor *Godzilla*, King Of Monsters and all that, but stick him in a game, and it always turns out to be a monster disappointment. Initially it's fun as you beat the hell out of your fellow creatures, but it soon becomes repetitive and boring, even for the biggest *Godzilla* junkies.



Barry

These *Godzilla* games never work, do they? They're extremely slow and the combat doesn't feel right at all. You do get to kick mutant monster ass using one of the greatest movie beasts of all time, but it's not enough to detract from the hollow gameplay. Rent it for the laugh.



Mike

As a fighting game this doesn't have a mutant-leg to stand on. The combat is clumsy, slow and often completely random. If, however, you're into your Japanese monster movies you'll no doubt overlook all of this with glazed eyes. How many *Godzillas* can there be?



Andy

Save The Earth may come with a budget price tag, but this is because the game isn't worth paying full price for. The combat is dull and the variety of moves on offer is laughable. However if monster-themed wrestling games are 'your bag', then *Save The Earth* is the game for you.



Godzilla: Save The Earth

OVERALL: It's slightly better looking than before with some multiplayer fights to keep you amused but the fighting system brings the game right down. Even the low price tag won't convince us.

5

On Sale:
Out Now

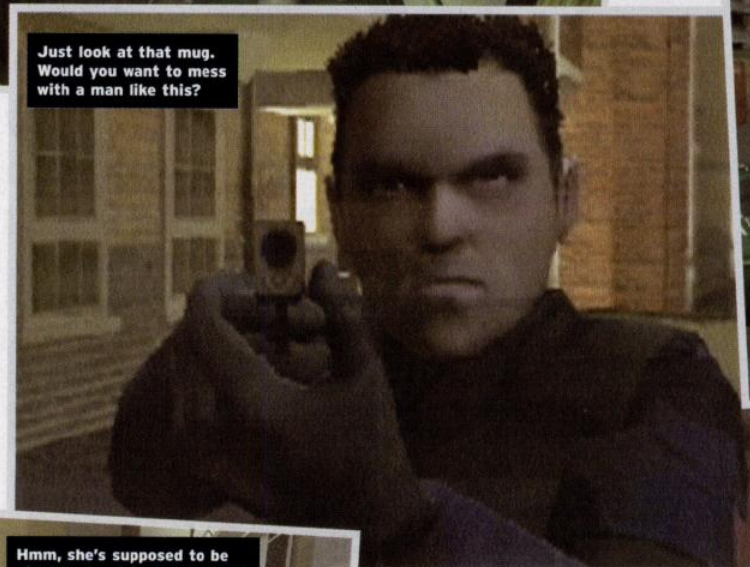
Guns, Gangsters, And Dirty Mouths

The Getaway: Black Monday

Alright you f**king muppets, things are gonna get nasty around here again. The geezas are back in business!



Easy does it!



Just look at that mug. Would you want to mess with a man like this?

Hmm, she's supposed to be stealthy - not in that t-shirt.



That's it sarge, kick that scumbag in the head.



You're all under arrest! Those of you who are still alive that is...



Peek-a-boo! Hello, anyone home?

There are very few games that truly warrant a BBFC 18 certificate. Although RockStar's *Grand Theft Auto* titles brandish the stamp, the violence found in it can be considered somewhat comical, whereas said Company's other grizzly offering, *Manhunt*, is a prime example of a game deserving of the red stamp. Then there's Team Soho's *The Getaway: Black Monday* - in a league all of its own, and, right off the bat, ruthless in its presentation. The 'F' word is woven into this dark and disturbing game's tapestry so much that a single beat never passes without the word f**k rolling off one of the characters' tongues - even cab customers in a later

level blurt profanities out for no apparent reason. It begs the question as to whether or not we really need to hear this, time and time again? Either way, fans of the first game will feel right at home and slip nonchalantly into character for this extremely ambitious outing which now features even more real-world locations including back alley streets, a grotty gymnasium, shady snooker halls and the London Underground.

This time round the action takes place two years after the events on the Sol Vita and crime has somewhat subsided, until now that is. Placing you

Game Facts

- SCE
- Strategy/Adventure
- £39.99
- Released: Out Now
- Players: 1
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

Fans of the original will no doubt want this in their collection, whereas others may want to rent it and take it for a bloody test run before forking out the cash.

The bottom line If you're prepared to overlook the obvious faults then



Black Monday offers up a fairly meaty helping of balls-to-the-wall action.

Bigger Is Always Better

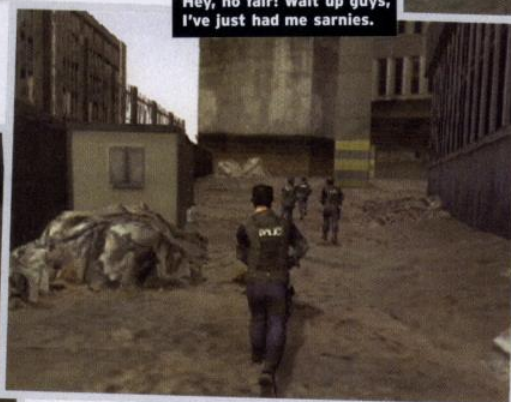
■ This time round Team Soho has really gone to town on the level of detail and areas that can be explored throughout *The Getaway: Black Monday*. Housing all the original spots from the first, this latest offering now incorporates the London Underground, as well as a whole host of other areas that are pivotal to the game's story.



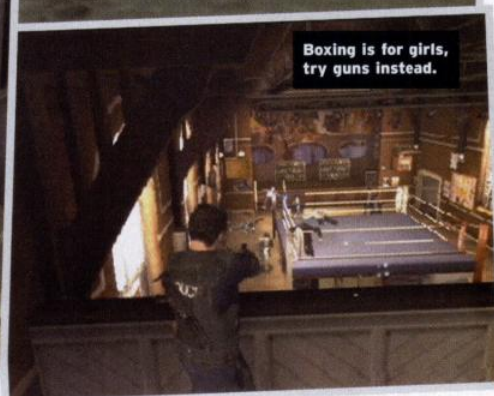
Mitchell partakes in a spot of break-dancing between gunfights.



Hey, no fair! Wait up guys, I've just had me sarnies.



Boxing is for girls, try guns instead.



Quick check his wallet, son.



"Fans of the first game will feel right at home and slip nonchalantly into character for this extremely ambitious outing"

in the skin of three very different characters, *Black Monday* takes place over 48 hours in the lives of Firearms Squad member Sergeant Mitchell, Boxer Eddie O' Connor and lightweight thief, Sam. Eddie operates in much the same way as Hammond did in the first outing, in that both have fighting and weapons skills, whereas Sam on the other hand offers up a stealthy side to the game - a welcome break between blood-soaked shoot-outs and frantic driving sessions through London City. Sadly, from the outset things start to go awry - the controls can be extremely frustrating, we found ourselves dying more times than we care to remember because Mitchell refused to lean against a wall and recuperate his health. During gunfights, leaning around corners became a serious problem and involved yet more doom on our behalf, and the auto-targeting... well let's just say it left a lot to be desired. Lock onto an enemy and tap the stick in even the slightest direction and bullets fly off in every possible direction, whipping past a target standing at point blank firing range. What really bugged us is that picking up ammo is scripted - there are certain weapons you can run over and pick up whereas others simply lie there

the game feels more like a step back than a step forward for the developer, Team Soho does appear to have spent considerable time expanding the universe - which is impressive to say the least - but more time concentrated on perfecting the gameplay and control elements would've been nice.

To some, what we're saying here might as well be considered blasphemy, but would you really want to run out and spend £40 of your hard-earned cash on a game that looks stunning but plays comparatively badly during pivotal moments? Had these issues been addressed then we may well have had a very different kind of review on our hands. Despite the faults, we bludgeoned our way through to the later levels, which do improve as the game progresses through its twisting narrative. Whether you've the patience to stick with it this far though, is entirely down to you as a gamer.

It's a bold move on behalf of Sony releasing *Black Monday* around the same time as *San Andreas*, but as anyone who played the first game will know, these two titles are worlds apart. In the end, had a bit more time been spent on tweaking certain portions of the game, *Black Monday* could well have been a stellar contender in this year's big game scramble. **BARRY**

Expert Gamer Panel

Simon

Balls to *San Andreas* - this is where it's at! With more violence and cursing than you could ever want, it had me in stitches but that probably says more about me than the game. Barry's obviously a f**king muppet, as I found the cars simple to control. Thieve a copy now!



Andy

If you're someone who rolls around in fits of giggles when a digital cockney with no neck shouts the 'F' word (or the 'C' word), rush out and buy a copy of *The Getaway 2*. If you were let down by *Driv3r*, and let's face it, we all were, this comes highly recommended.



Keith

With *San Andreas* about to be slotted firmly into our PS2 disc trays perhaps SCE felt that *The Getaway 2* could not compete and so released this before all the ideas could be properly implemented. It feels like a game still in development, and as such will certainly not rival *GTA*.



Barry

The first *Getaway* was a thoroughly engrossing game, but unfortunately, *Black Monday* plays like a series of letdowns. The dialogue is awful, the controls are a nightmare and car handling is abysmal. It's trying too hard to be a feature film and forgets the fact that it's actually a game.



The Getaway: Black Monday

OVERALL: *Black Monday* is a dark game that draws you into London's decadent underworld. Its troublesome controls and gameplay don't rival that of *GTA: San Andreas* though, and it resulted in mixed opinions amongst the team.



On Sale:
Out Now

CRASH TEST

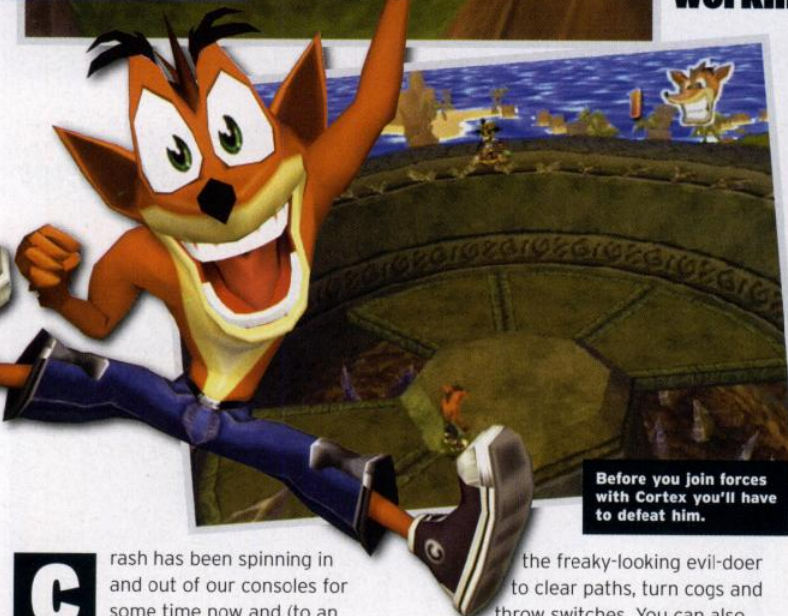
Crash Twinsanity

The bandicoot is back and this time he's bought a friend - they should have both stayed at home!



An apple a day keeps our Bandicoot at play...

Don't worry Crash fans - there are still lots of crazy-looking creatures to kill.



Before you join forces with Cortex you'll have to defeat him.

Crash has been spinning in and out of our consoles for some time now and (to an extent) we've enjoyed his platforming antics and puzzle-filled mayhem but, unfortunately, the bandicoot has a touch of the Peter Pan about him and refuses to grow up.

It's hard to believe that in a time when the next generation of consoles will soon be with us, publishers, rather than adding something fresh, are still producing titles that seem to be in a state of regression. Start playing *Twinsanity* and you'll struggle to comprehend which decade the production team were working in - it feels like a PSone title, and not an outstanding one at that. This time around you get to join forces with Crash's arch-enemy, Cortex, in order to solve puzzles and defeat foes. At first this seems like a novel idea as you use

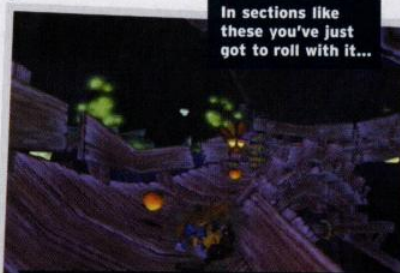
the freaky-looking evil-doer to clear paths, turn cogs and throw switches. You can also join together and roll through various sections collecting goodies and avoiding obstacles. However, the novelty is short-lived and is soon replaced by teeth-grinding frustration as your attempts to complete what appear to be the simplest of tasks, fail time after time.

We're well aware of what market this game is aimed at but that doesn't mean that kids don't deserve a decent platformer now and then. The controls feel a little awkward and issues with the camera will have even the most mild-mannered of children (not to mention the highly strung members of the P2 team) hurling the controller at the screen as yet another challenge ends in disaster. Perhaps it's time to call the vet, as this bandicoot needs to be put out of his misery. **KEITH**

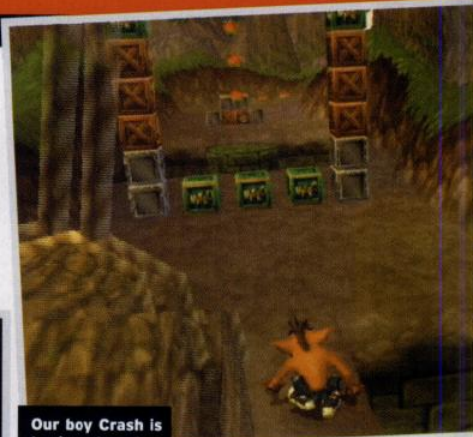


Meet your new partner - he's not quite the looker he described in his ad.

"You'll struggle to comprehend which decade the production team were working in"



In sections like these you've just got to roll with it...



Our boy Crash is boxing clever!

Game Facts

- Vivendi Universal
- Platform
- £39.99
- Released: Out Now
- Players: 1
- Peripherals: Memory Card Dual Shock



Buy it or rent it?

If you need something to keep the kids quiet then this may suffice but don't put it at the top of your wish-list as after the first hour you'll be too frustrated to play any more

The bottom line Run of the mill platformer, which sees Crash combine with his enemy Dr Cortex to solve various puzzles.

3+
AGE

Expert Gamer Panel

Kendall

I'm not ashamed to admit that the *Crash* series has always appealed to me. The whole idea of Crash and Neo joining forces is odd to say the least, but gameplay-wise it's the usual mix of platform thrills and frustration.



Simon

What have they done to *Crash*? The idea of teaming him up with Cortex isn't a bad one and gives a few moments of enjoyment - but that's it. The camera is one of the worst I've ever seen and kills you so many times you begin to hate yourself. Not good!



Barry

The old bandicoot is upon us once more and the end result is a pretty mixed affair. It's got some nice ideas and great humour courtesy of the creator of *Ren & Stimpy*. Problem is, the camera is a bloody nightmare and it's responsible for your demise time and time again.



Keith

Despite cracking characters and voice-acting *Crash* is lacking in certain departments and, unfortunately, the frustration factor more often than not triumphs over the fun factor. Fans will probably buy it regardless, but Vivendi had the chance to take platforming to the next level - shame it didn't.



Crash Twinsanity

OVERALL: The novelty of Crash teaming up with Cortex wears off after a very short while due to its terrible controls and infuriating cameras. What on earth has happened to our beloved Crash?

6

Calls cost £1.50 from landline phones. Calls made from mobiles cost more. Callers must be 16 or over. All Tones, Graphics and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Get it first charged as £3 per week and £3 per week thereafter. To unsubscribe text STOP FIRST to 88066. Colour Blitz charged as £3 per week and £3 per week thereafter. Java Games charged as £6. You will incur standard SMS, WAP and GPRS charges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813. IR: 01 248 9871. Address: PO Box 4427, London W1A 7QP. Thank You The Italian Job - TM & © 2003 Paramount Pictures. All Rights Reserved. (c) DRN/3R, DRIVER 3 - All rights reserved, Atari Interactive, ALIENS-Unleashed TM & © 2003 TWENTIETH CENTURY FOX FILM CORPORATION. ALL REGISTRATIONS RESERVED. All other trademarks and trade names are the properties of their respective owners.

On Sale:
Out Now

Under The Skin

HARD CEL!

You want bizarre, frantic arcade action?
Looks like it's your lucky day, buddy!



It's absolute bloody
bedlam I tells ya!

Is that Kendall
hanging out with
an invisible girl?



Game Facts

- Capcom
- Action Adventure
- £29.99
- Released:
Out Now
- Players: 1-2
- Peripherals:
Memory Card
Dual Shock



Buy it or rent it?

Once you start unlocking all that *Under The Skin* has to offer, you'll want to get all the arenas available by playing through the Story mode. And multiplayer should keep you coming back. Maybe rent it first?

The bottom line It's a bizarre one all right, but if you're looking for a simple, dumb, amusing arcade game then *Under The Skin* is certainly worth a try!



Hot on the heels of the excellent *Viewtiful Joe* comes another odd cel-shaded extravaganza featuring so many bright colours that you might have to stick your eyeballs in the washing machine after playing - and yes, that is a recommendation...

So what's it all about? Well, it seems that aliens no longer have it easy, it's not a case of "Exterminate!" or "Ack! Ack! Ack!" anymore. No, now you have to prove yourself when you come of age - by visiting another star system and causing mischief. So our hero pootles off to Earth and is soon causing chaos around the globe in increasingly bizarre and unique locations.

If you're looking for a deeper and more intricate plot, then you've most definitely come to the wrong place. *Under The Skin* is as basic as it gets - this isn't a criticism as such, the fun here is in causing discomfort to the maximum amount of people in the most stupid ways possible. You see, our alien friend gets around by hijacking the bodies of those around him in order to run around stealing coins from others.

Every citizen you body-jack has different weapons at their disposal and this is where the fun comes in - finding out what the next insane weapon is and what effect it has on those around you. While these might start out as simple things like guns, soon the uniqueness and sheer strangeness of *Under The Skin* comes out - how does rolling a bowling ball at unsuspecting victims and then watching them get caught up in a giant pin grab you? This is the sort of humour we're dealing with here. Other favourites include a karaoke singer so bad that the coins just fall out of anyone unlucky enough to get in the way and a firework display that mesmerises anyone who sees it, before exploding in their faces, producing a cascade of coinage. Nice!

The Story mode sees our mischievous hero travelling the world defeating anyone who gets in his way - sometimes it's a simple case of being the first to grab a certain amount of coins, whereas other challenges see you working together with others to amass treasure. The computer characters are particularly manic and think nothing of



Um, it's an alien riding a flying duck, write your own caption...



Is there a reason why that girl has a pancake on her head? Does it really matter?



tracking you down and stealing all of that precious currency. Once you've conquered a particular level, it opens up more and also gives you multiplayer options, like new arenas.

Maximo Overdrive

Once you start getting attacked, before your poor alien turns back into his normal self the character whose body he took over appears in his/her underwear. We presume that this is a homage to the classic Capcom world of *Ghosts 'N' Goblins*, but it could just be a coincidence that another Capcom developer has a warped sense of humour...



Some of the best touches in *Under The Skin* are the references to other Capcom titles that occur later in the game. You get the chance to head for Raccoon City, for instance, where you have to steal coins from a bunch of the undead. This is amusing in itself but it gets even better when you're challenged to steal all of the coins from a very unhappy nemesis, who appears in exaggerated big-headed form. This is one of the trickiest challenges but at least you have help so you can sacrifice your partner as you concentrate on coin collection.

The problem with *Under The Skin* is that the action quickly becomes repetitive quickly - while the environments are varied and amusing, you find yourself constantly just hammering $\otimes$ and stealing those coins. Also, having to play through levels that last ten minutes each can be annoying when you've got three minutes left but no chance of reaching the target.

Under The Skin is the sort of title you pick up for a 20 minute blast before chucking it down and forgetting it exists - still, for that brief time, the game is a lot of fun and most gamers should find something here to entertain them. **KENDALL**

"The fun here is in causing discomfort to the maximum amount of people in the most stupid ways possible"

P2 Expert Gamer Panel

Mike

What fun! Not only does *Under The Skin* look fab (though you'll need to take a break every hour or so!) it plays very well indeed. Humour in games often falls flat on its face, but this is top stuff and although it does get repetitive, there's enough here to keep you entertained for hours.



Keith

Capcom brings us some quirky, cartoon mayhem as you disguise yourself as a human and unleash a variety of pranks on pedestrians. A fresh and enjoyable experience but you have to wonder how long the fun will last before you realise that pulling pranks of your own is much more fun.



Barry

Capcom's alien invasion game is completely off the wall, it's got bizarre graphics, hilarious humour and some of the funkiest characters and weapons we've seen all year. If you're looking for something to just switch on and bash for an afternoon, then *Under The Skin* is it!



Kendall

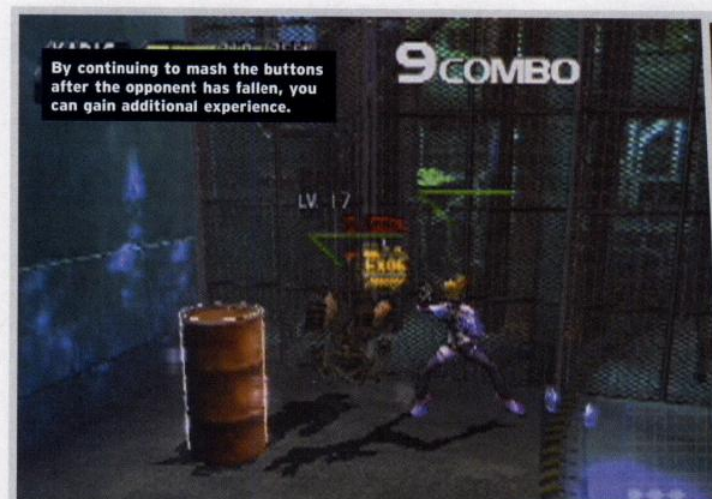
Look at it! *Under The Skin* is an amazing-looking game, which is simple to pick up and play. There are plenty of ridiculous characters to snigger at and you never know what crazy weapon you'll get next. Yes, it does get a bit repetitive but it's still likely to raise a smile with most gamers.



Under The Skin

OVERALL: These bodysnatching aliens with their insane weapons make *Under The Skin* downright strange. It's a basic game with some fresh ideas which you can just pick up and play. But don't forget your sunglasses!





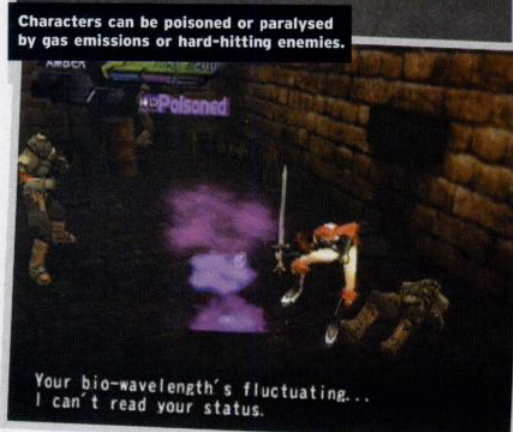
By continuing to mash the buttons after the opponent has fallen, you can gain additional experience.



The fighting moves are fairly basic with button mashing for extended hits and combos.

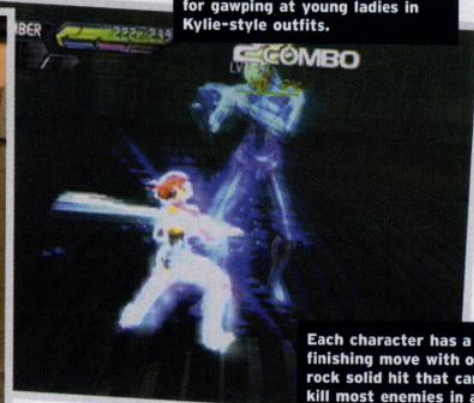


There are plenty of opportunities for gawping at young ladies in Kylie-style outfits.



Characters can be poisoned or paralysed by gas emissions or hard-hitting enemies.

Your bio-wavelength's fluctuating... I can't read your status.



Each character has a finishing move with one rock solid hit that can kill most enemies in a single blow.

On Sale:
Out Now

FIRST VERDICT

Crimson Tears

No time to stand and stare - button-bash like mad for glory!

The global fascination with all things Manga seems to have died down a little recently, but lovers of this Japanese cartoon-style action will no doubt be delighted when they see *Crimson Tears*. The game is set in Tokyo in the year 2049, where biological weapons manufacturer ARMA has caused a huge explosion that results in the formation of links to strange dimensions within the damaged city. You play the role of one of three characters - Tokio, Amber or Kadie - and must fight through these strange dimensions to try and return the city to normal. Each of the characters is well detailed and to be honest the girls are looking extremely hot, whether battling or just standing around, which should give pleasure to

those who like to gawp at digitally-rendered women (Lara Croft anyone?). These characters could have been taken out of almost any anime movie - particularly the kind you can download from the internet if your net nanny goes to sleep. The cel-shaded 3D graphics look brilliant and the detail level is high throughout the entire game, moving seamlessly from the controlled action to the cut-scenes.

This game is being touted as an RPG, but to be honest it plays much more like an old-school beat-'em-up very much like *Golden Axe* on the Mega Drive, just with the obvious graphical enhancements that a more powerful console can generate. No chatting or scouring vast areas is required, just plain old button-mashing mayhem with

a few shops thrown in for good measure. The missions are dungeon-based and although the layout of each area changes each time, the levels are fairly small and all include the same easy-to-kill enemies. In fact, most of the baddies are so docile to begin with that they quite happily stand still and let you whack the hell out of them until they are dead, which is good as you can still earn experience for whacking the corpse until it disappears. The fighting action is fast and frantic with several combinations allowing you to get the best from your chosen weapons, but button-bashing works equally well on almost all of the enemies.

As for the dungeon levels - each has a different theme and you must find teleporters on each floor to progress

Game Facts

- Capcom
- RPG
- £29.99
- Released: Out Now
- Players: 1
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

Renting would be the best option with this title as you can gawp at the anime-style goddesses and then hand the game back when the novelty has worn off.

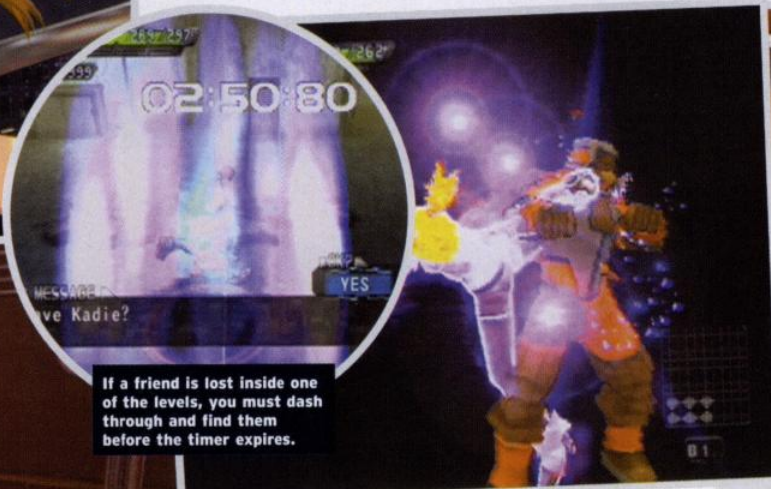
The bottom line Anime-style button-bashing dungeon rampage that looks gorgeous but becomes very tedious extremely quickly.





"Each of the characters is well-detailed and to be honest the girls are looking extremely hot, whether battling or just standing around!"

Too much battling will cause your characters to overheat, which makes them more deadly in combat.



If a friend is lost inside one of the levels, you must dash through and find them before the timer expires.



The enemies sometimes just stand still and wait for you to punch their lights out.



Anime-Zing!

■ Anime is the wonderful world of Japanese animation, which should not be confused with Manga, which refers basically to comic books. There are three different kinds of anime with TV shows (cartoons), movies (like *Spirited Away*) and OVAs (short porn movies). A lot of the best in anime is still unavailable in this country, but more and more of the better titles are available on DVD if you search hard enough and know the right place to look.



Expert Gamer Panel

Keith



This might not be the RPG we were expecting but that's no bad thing - who needs constant chatter and pop-up battles interrupting the action anyway? Despite its fun and frantic gameplay though, it neither fits into the category of RPG or beat-'em-up and so feels a little confused.



Kendall



For all its sumptuous visuals and epic scale, *Crimson Tears* still feels rather old fashioned - just kill things, repeat, kill things, repeat. It's alright for a while, but the lack of substance means you'll soon move onto something different.



Barry



Crimson Tears is a case of style over substance really. It's got excellent graphics and insane levels of combat, coupled with an engrossing story. The problem here is that it's extremely short and the RPG element gets lost somewhere along the way. You'll finish this in a weekend.



Russ



The graphics and presentation of the game are superb with, detailed cel-shaded characters and seamless flow between gameplay and cut-scenes. The game is quite small though and plays more like a beat-'em-up than an RPG. As a result of this, you're likely to finish it rather too quickly.



Crimson Tears

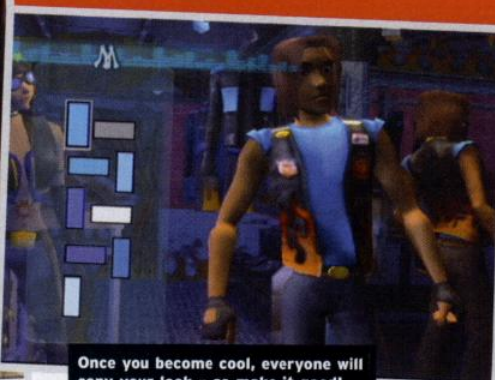
OVERALL: Despite being a short game, the bashing of buttons to defeat easy-to-kill enemies soon becomes tedious. However, the highly detailed, stunning graphics make this RPG come beat-'em-up worth a rental.

7

down through the levels to reach the boss. Once the boss has been defeated you can move on to the next area, or choose to return to the dungeon to do the mission again with a different character. There are only ten missions to fight through and this really shouldn't take more than a few hours, especially if you have an auto-fire button on your joypad. If your main fighter is killed in action, you are instantly returned to the character selection screen and must choose another player to go on a rescue mission. This is a timed affair and you literally have to dash through the stages to reach your companion before the timer expires.

Crimson Tears isn't a bad game and can be quite fun for a short while, but it won't take long for the graphical

attraction to wear off and the mundane button-mashing to set in. After a few hours of constantly pummeling the or buttons, you'll be ready to play something else. Manga fans will no doubt love it for the style and tasty looking sprites, but for most of us the whole thing becomes a tedious finger-taxing experience with very little satisfaction. The RPG elements are slim - a few weapon adjustments that can be made - but essentially the game plays very much like *Seven Samurai 20XX* without the constant loading of cut-scenes. For most, this game will not be worth buying, but a rental could definitely be fun for a while and you can easily hand it back after a couple of days, by which point either your fingers will be too tired to hold a controller, or you'll have completed it! **Russ**



Once you become cool, everyone will copy your look - so make it good!



The Urbz: Sims In The City

On Sale:
Out Now

PEOPLE WATCHIN'

They've left the house and now they're hangin' out with the Black Eyed Peas...



Without proper rest, your Sim just collapses on the nearest bench



The good thing about this job is that the food is thrown in!



PE2 Bronze Joypad Award

Game Facts

- EA
- God Sim
- £39.99
- Released:
Out Now
- Players: 1-2
- Peripherals:
Memory Card
Dual Shock

Buy it or rent it?

Fans of *The Sims* will no doubt run out and buy it instantly, but it does feel different from the old games, so you should rent first in case the new style doesn't work for you...

The bottom line It lacks the addictiveness of the past two PS2 titles and the whole 'urban' vibe could alienate those of us sensible enough to dislike Black Eyed Peas. It's fun but just not the classic we'd hoped for.

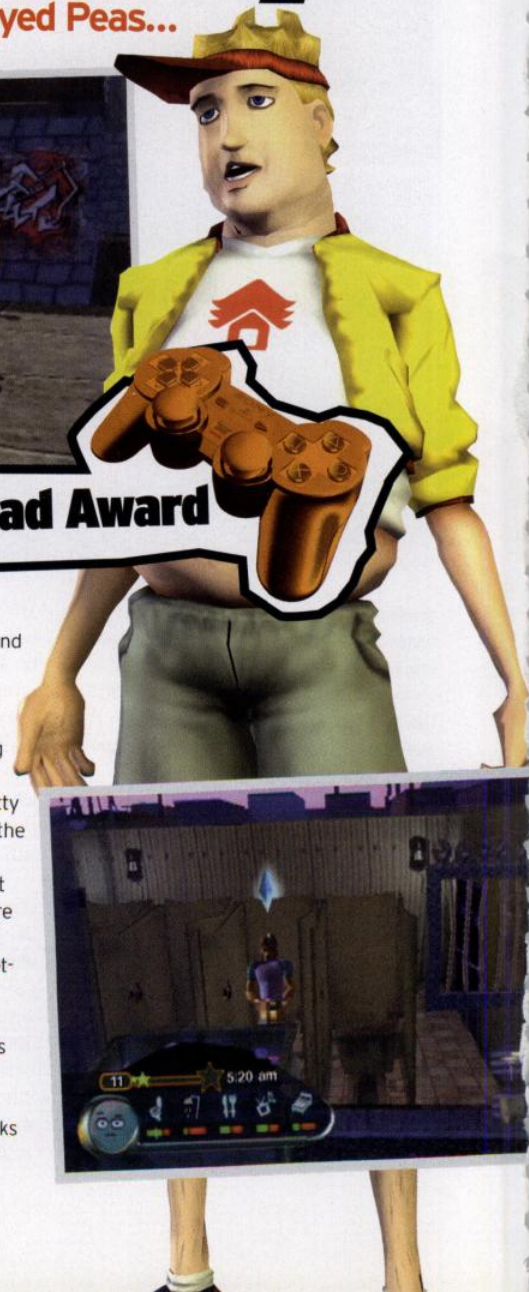


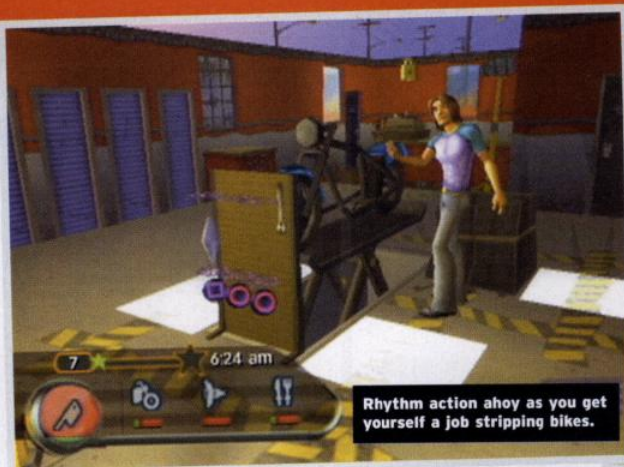
The idea was so simple and yet the gameplay made *The Sims* one of the most popular titles in videogame history. Here was a chance to put together your perfect household and acquire more and more swag whilst forging relationships with your fellow man or woman. Like real life, except you could pull the plug if it all got too much.

Now, instead of porting the recently released *The Sims 2* to consoles, EA has decided to take the series in a new direction. It's certainly a step sideways rather than forwards but an interesting idea anyway - our heroes are upping sticks, moving away from their tiny little worlds and venturing into the big bad city. Here, just doing your job and buying stuff is never enough, it's all

about your reputation, your 'crew' and how much you can influence those around you. We ain't in Kansas no more, Toto!

Now, the second you start playing *The Urbz*, one of its problems is revealed. In *The Sims*, you were pretty much in control of the settings and the kind of people you were thrown together with, whereas here the first person you meet is Will.I.Am. If you're not familiar with the terribly named fellow, he is a member of popular-yet-dull-as-dishwater beat combo Black Eyed Peas, instantly meaning that *The Urbz* will never be as timeless as *The Sims* with such pop culture references included. There are a handful of new Black Eyed Peas tracks included too, meaning that we really





Got Da Moves!

■ When you first begin, your social skills are less than impressive, but as you gain confidence, you can talk to all the other Sims and once they trust you, you'll be able to acquire new moves to make you cooler. Our favourite has to be the, er, 'Body Bonk'.



"That jacket you bought yourself from the swanky boutique? Suddenly everyone is popping up wearing it"

had to play this with the sound off to avoid eating our own ears.

When *The Urbz* begins, you have only a small amount of the city to explore and by meeting fellow Sims, making a bit of dosh and becoming more of a face on the scene, you're then able to range further afield via the city's subway system. Each area features a different social group, so it's fitting in that is the key. This means constantly changing your outfits and look so that you gain access to clubs and exclusive venues guarded by hulking bouncers. (From a sociological perspective, should we really be teaching the kids that you need to change in order to gain respect? Hmm...) The flipside of this and one of the most interesting things about *The Urbz* is that once you get known around town and make more friends, you notice that others in the town begin copying your style. That jacket you bought yourself from the swanky boutique? Suddenly everyone is popping up wearing it. The hilarity then increases when you dump said wardrobe and start all over again,

waiting as the bandwagon jumpers catch up with you again.

As you travel around, that currency soon runs dry and so, horror of horrors, you need to get a job. These are rather tedious and basically involve rhythm-action-style button combinations to strip bikes, make jewellery, etc, etc. At some points in the game it just starts to feel too much like real life, you know "I want this item but that means I have to do three hours down the jewellers..."

The city layout means that there is more aimless wandering than in previous games and it can become annoying to find yourself in the same areas, where you've done pretty much all there is to do, when you're attempting to trigger the next section of the game. That's not to say there isn't fun to be had, especially gaining all the 'Power Socials' - moves that can really make you a hit with the locals. Our problem seems to be that this doesn't feel like a step on for the series - so it's your first Sims adventure you might enjoy it more than those of us who are oh too familiar with past glories... **KENDALL**

Expert Gamer Panel

Keith

The Sims have always been good for a laugh and this game's no exception. The developer has put a 'street' spin on things, and it works for me. The environments are bright and engaging, plus by upgrading your character you can be the coolest kid in town!



Helen

The Urbz takes our simulated friends out of the suburbs and into the city, where your Sim can enjoy a whole new lifestyle. Compared to typical *Sims* games, *The Urbz* is quite contemporary which will appeal to the kids. Though I found it to be a bit too cool and will never tire of the original *Sims*.



Barry

I've never been a fan of anything along the lines of this. Having said that, after only a short time I found myself hooked on *The Urbz*. It's fantastic fun and a great spin-off. Fans of *The Sims* will obviously run out and get this, whereas newcomers should also give it a try.



Kendall

I absolutely love *The Sims*, so it's a shame that *The Urbz* doesn't quite live up to the brilliance of the other two titles - it just feels a bit less open. Oh and the Black Eyed Peas are rubbish. Still fun, just not the classic I hoped for.



The Urbz: Sims In The City

OVERALL: Who'd have thought that a game concept where you have to keep a person fed, watered and happy would've done so well? This new version met with mixed opinions but in the world of *Sim*-ulation more choice can't be bad, can it?

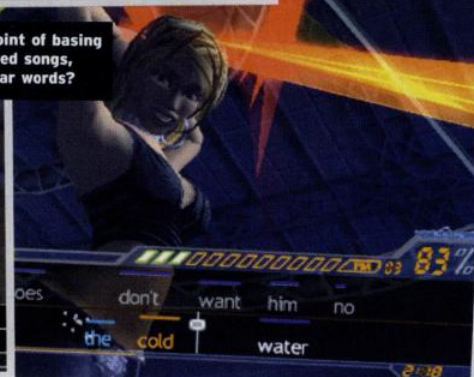
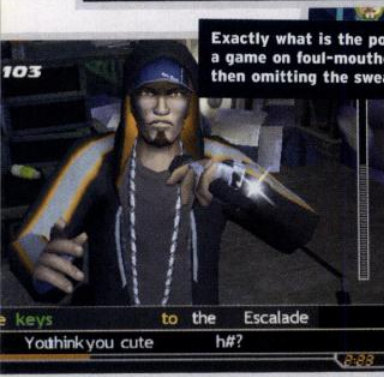
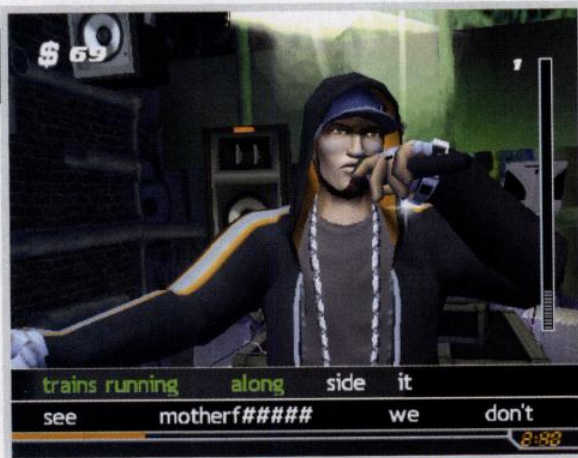


LATE ARRIVAL

**On Sale:
Out Now**

Get On Da Mic

Home boys get their very own version of *SingStar*. Word up.



Game Facts

- Eidos
- Party
- £39.99
- Released: Out Now
- Players: 1-2
- Peripherals: Memory Card, Dual Shock, USB Headset



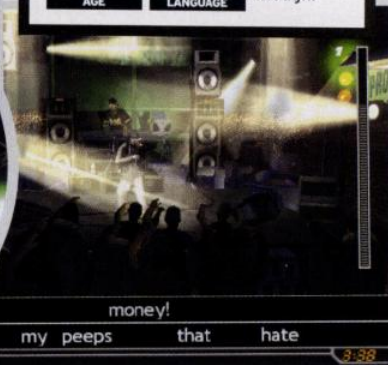
Buy it or rent it?

To be frank, there is little to enjoy about *Get On Da Mic*, so even renting the game is probably going to be an unnecessary expense.

The bottom line An attempt to cash in on the current trend for karaoke games, using songs with a bit more credibility. Falls flat on its face, though.

12+
AGE

@*!
LANGUAGE



Expert Gamer Panel

Keith

A game for closet crooners who couldn't make it onto *Pop Idol*, *The X-Factor*, *Fame Academy*... you get the idea. It's like *SingStar Party* but a bit more 'street', but as I hate both karaoke and hip-hop it didn't snizzle my nizzle.



Kendall

Word up, Homies! That street enough for you? No? Well you enjoy your second-rate singing game pretending you're Kanye West or some other over-hyped cretin and I'll stick to *SingStar Party* - this may be the 'cooler' option, but it's just not as much fun...



Barry

If you're up for a laugh with a few of your mates, and under the influence of copious amounts of booze, then *Get On Da Mic* is worth a look. It's got the whole hip-hop flava, and offers up a welcome break from S Club 7.



Mike

If you want a singalong game for your PS2, get a copy of *SingStar* or *SingStar Party*. If you love hip-hop, spend the money this game would have cost on four albums and sing along to them at home instead. Either way, don't buy this. It's rap with a capital 'C'.



Get On Da Mic

OVERALL: Even for hip-hop fans, the re-recorded music in *GODM* just doesn't work, especially minus the profanities. If you've got a bad singing voice you can still score highly, and what's the point in a singing game like that?

5

If there's one thing that can be said about the games industry, it is that innovation by one publisher is inevitably followed by imitation from others. If anyone tries something that works, the bandwagon will rapidly fill with other companies eager to take a slice of someone else's pie. The success of *SingStar* and *Karaoke Revolution* will bring a number of wannabes to the marketplace, and Eidos has certainly been quick off the mark with *Get On Da Mic*, a hip-hop/rap take on the karaoke genre.

Unfortunately for Eidos, *Get On Da Mic* sucks! Big style. The company that brought us *Lara Croft* now seems to be hopelessly out of touch and the fact that it's resorting to bringing this kind of tosh to the market is a damning indictment of just how badly it has lost its way.

SingStar and *Karaoke Revolution* succeed because they encourage people to get together and have a good old sing-song with karaoke classics. The type of person into the music in this game would probably not be seen dead

"The company that brought us Lara Croft now seems to be hopelessly out of touch"

doing the same thing. *Get On Da Mic* has aimed itself at a part of the market that probably won't even be interested in it. Nice move, marketing gurus.

An even bigger problem is that the game itself is utterly awful. You don't have to be in tune, or even in time to get high scores. As long as noise is being made at the right time, the points will rack up. Hum all the way through a song and you get a huge score. What fun. The on-screen text is no use either, as the words have often disappeared before you've had the chance to sing them; there's not enough advance warning, and the songs aren't even the originals - they're re-recordings with the swearing left out! As a result, there are no redeeming features about *Get On Da Mic*, and we'd advise you to steer well clear. Fo' shizzle! **MIKE**

LATE ARRIVAL

On Sale:
Out Now

Total Club Manager 2005

EA returns for another go at winning the accolade of PS2's best management game'

Game Facts

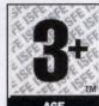
- EA
- Management Sim
- £39.99
- Released:
- Out Now
- Players: 1
- Peripherals:
- Memory Card
- Dual Shock



Buy it or rent it?

There isn't enough here to warrant investing too much of your time in it - a few hours will probably prove to be more than enough. A rental.

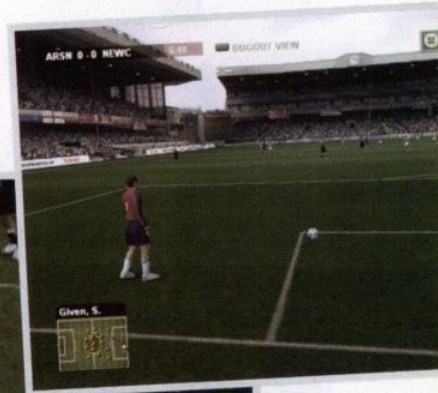
The bottom line A below-par management game that commits the cardinal sin of leaving the player feeling hopelessly uninvolved far too many times.



In this age of consumerism, cynicism amongst us videogame hacks has never been more prevalent. It seems that no matter how often we tell readers that certain games are crap, the multi-million pound advertisement campaign always seems to ensure that said game nevertheless reaches number one in the charts, while the far superior rival from a smaller publisher languishes outside the top ten. Annoying as this is, it makes it all the more rewarding to see a big-name publisher consistently fail to beat a smaller one to the prize, as is the case with EA's *Total Club Manager* series versus Codemasters' *LMA Manager*. For all EA's money and marketing campaigns, the simple fact remains that *LMA Manager* regularly - and easily - knocks *TCM* into a cocked hat.



The match engine certainly looks the part.



RW	Bergkamp	100
LW	van Persie	100
ST	Henry	100

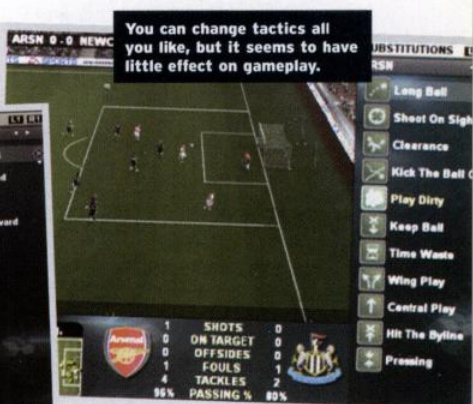
PLAYER STATS	
GLS	PAS
0	0%
SHI	TACK
0	0%
AST	POS
0	0%

Transfer stats are up to date, with changes like James Milner at Newcastle.

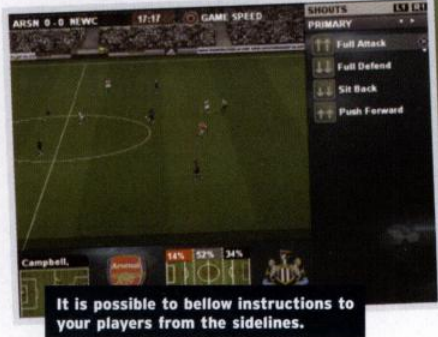


This year looks set to be no exception. *Total Club Manager* lacks the feeling that what the player does has any great bearing on the outcome of the match, and the limited skills available for the players don't help matters much. While there are over 30,000 teams available in the game, each player has only ten different statistics from which you are to judge their abilities, and the simple fact of the matter is that this just doesn't feel like enough. A football management simulation needs to do one thing and one thing only - convince you that what is happening in the game is 'real'. *LMA Manager* does just that, as does *Championship Manager* on the PC (now also headed for the PS2, fact-fans). *Total Club Manager*, though, never manages to delude the player into thinking that what they're involved in is at all real, and in that respect, it doesn't quite cut the mustard. **MIKE**

"Total Club Manager lacks the feeling that what the player does has any great bearing"



You can change tactics all you like, but it seems to have little effect on gameplay.



It is possible to bellow instructions to your players from the sidelines.

PS2 Expert Gamer Panel

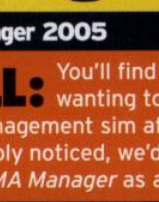
Russell

Every football fan wants to be a manager, control their stars and lead their team to glory. *TCM* does offer this chance with the team stats that go with the official licence, but fails to be convincing or as good as *LMA Manager*. The link to *FIFA 2005* is a novelty, but it soon wears off.



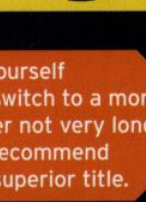
Kendall

As you'd expect, EA's football management game is more accessible than Codemasters' classic *LMA* series and aimed more at the casual fan than those who are likely to spend all their free time in front of the console. A decent soccer sim, nonetheless.



Barry

Not another bloody management game, I'll never see the attraction with these titles! If you're a football nut then I'm sure this at least merits a weekend's worth of your time. But if you're looking for a real management game, try *LMA*.



Mike

I love football, and football management games. Ask my girlfriend, who loses me to *Championship Manager* on my PC for weeks at a time. But *TCM* just doesn't have what it takes to keep even me entertained. It isn't awful; it's just nowhere near as good as *LMA*.



Total Club Manager 2005

OVERALL: You'll find yourself wanting to switch to a more entertaining management sim after not very long. As you've probably noticed, we'd recommend Codemasters' *LMA Manager* as a superior title.



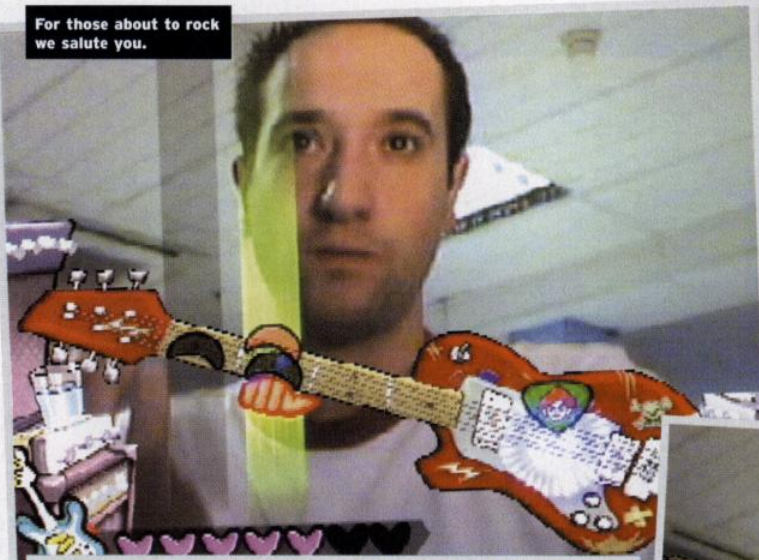
On Sale:
Out Now

EXCLUSIVE

EyeToy: Play 2

Ever thought that playing with yourself was wrong? Think again...

For those about to rock
we salute you.



It'll be all fight on the night.



No-one owned up to it but you
can't get away with letting a sly
one out while underwater...

97/116



Animal was
replaced by an
even stranger-
looking Muppet.



Barry thinks EyeToy:
Play 2 is 'grate' (sorry).

create a
burger,
the likes of
which Rik
Waller would be
proud. Having said

Just when you thought that reaching over and switching your console on seemed tiring enough Sony came along with *EyeToy: Play* and upped the ante - now instead of fighting hordes of undead evil-doers from your comfort of your armchair you had to get involved, 'you' were truly in control. And, just when you thought it was safe to sit down again EyeToy is back and looking to exhaust you in all manner of titillating ways.

Play 2 surpasses its predecessor in every way, although it's not completely original (some of the games are very similar to the first version) it's still well thought-out and as interactive as it is enjoyable. After all, what other game gives you the opportunity to fulfil all of

your childhood fantasies with the shake of a hand? You can go from an aspiring rock star, thrashing away on an air guitar one minute, to tipping balls around a goal post the next. In total there are 12 sub-games on offer, each requiring you to master a particular skill. But don't worry if you're one of the more - how do we put this? - 'robust' gamers or if the thought of a prolonged exercise session brings you out in a cold sweat, because not all the sub-games leave you wondering why the fifth Lucozade Sport has failed to kick in. The 'Monkeybar' game requires brainpower instead as you navigate your way across a maze of pegs in order to hit bonus markers and 'Mr Chef' asks you to

that, these games are not as engaging as the physical challenges and along with 'Secret Agent', which is championed mainly by keeping still, are perhaps some of the weaker additions.

Alongside the frantic action is the 'Playroom', which features a variety of extras that allow you to get the most from your EyeToy. These additions provide the opportunity for a little experimentation such as the 'Colour Cam', for example, where you can sketch shapes on screen with a magic wand of your choice (keep it clean) -

Game Facts

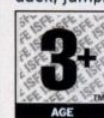
- Sony
- Party/Puzzler
- £24.99
- Released:
Out Now
- Players: 1-4
- Peripherals:
Memory Card
Dual Shock
Multitap
EyeToy



Buy it or rent it?

This may not hold your attention for too long as a single-player game but mixed with wine, women and song you'll find that *Play 2* is beyond reproach. Buy it!

The bottom line Punch, swing, duck, jump... and laugh using Sony's hugely successful *EyeToy*. Engage in one of 12 mini-games or simply employ some Big Brother tactics.



the more proficient you are the more powerful the visual effects. Although innovative, these options are of limited entertainment value and you'll soon be reverting back to the mini-games. However, one feature of note in the Playroom is 'EyeToy Cameo', where you can capture your image and then use it in various side-games. Not only can this feature be used in *Play 2* but also in other games such as *This Is Football 2005*, marking a clear expansion of the franchise. Coupled with Cameo is the new 'SpyToy' mode where you can set

Sly Of The Tiger

■ If you need to quench your bloodthirst then try the amazing 'Knockout' game where you can take on a computer opponent and unleash the types of arm movement usually only reserved for wedding reception dance floors. Bob, weave, duck and dive in order to land combos and look like a pro - after all, you didn't watch all those *Rocky* films for nothing! In fact, if you knock your opponent out you are treated to a slo-mo replay for you to revel in which allows you just enough time to utter the immortal cry of *Adriiiiiiaaaaaaaan!* Get knocked down yourself and you have to clear a flurry of stars from the screen, and all of the action is littered with training tasks to deliver a mini-game that is truly boxing clever.



your EyeToy up to serve as a room guard, you can monitor what goes on while you're away - that should put a stop to your house-mate trying to get his hands on your 'special' magazines. Bad boy, dirty boy, in your bed!

As to be expected with Sony's peripheral, the controls are extremely responsive but the motion capture can be a problem at times with rapid actions such as sawing wood or mixing milkshakes looking a little



The army were taking this EyeToy competition a bit too far.

Why, oh, why do you always get spots when you're getting your photo taken?



"What other game gives you the opportunity to fulfil all of your childhood fantasies with the shake of a hand?"

Even Handy Andy had to start somewhere...



P2 show the EyeToy some monkey magic.

disjointed. This is a minor complaint though, and won't spoil your enjoyment of the comic capers that unfold on-screen. As a single-player game this may lose its appeal after extensive play but, of course, it's the multiplayer mode where this game truly shines. There is no greater pleasure than making a complete twat out of yourself in front of your mates (just like any other night out, then) but the beauty of EyeToy is that your crazy moves and erratic lunges can be confined to the safety of your living room instead of unleashing them onto an unsuspecting public. Let's face it, there aren't too many games out there that will leave your arms aching, your head spinning and your body numb, yet still find you coming back for more. **KEITH**

Sven had finally found a replacement for David James...



Another lock picked - Sam Fisher eat your heart out.

The Play 2 black belts got a real pasting from the grand master in the sky.

Expert Gamer Panel

Roy	Helen	Mike	Keith
It's more of the same... only better! Whereas I was only really a fan of a few of games in EyeToy: Play (if I want to clean windows, I'll become a window cleaner, thanks!) I loved all the games in this incarnation. Get ready for many, many hours of fun...	If you don't relish the thought of high kicking into thin air, don't panic as this is just as hilarious to watch as to play. Perhaps more so. It's an idea to get permission <i>before</i> using the SpyToy 'security system' though, as it can get you into trouble we're told. And girls don't sweat, they glow!	The first EyeToy game was what you might call a phenomenon. It offered fun and promised something for the future. This game follows up on that to some extent but sadly it's just more of the same. Not necessarily a bad thing, but hardly innovative.	Newcomers to the EyeToy experience will be impressed by a wide variety of options, a responsive control system and that vital factor... fun. Let's not forget that EyeToy has the power to provide something that is so rare in videogames today: an opportunity for exercise and social interaction!
9	8	7	8

EyeToy: Play 2

OVERALL: This live-action camera game gets the blood you'd forgotten was there, pumping again. It's similar to the original *ETP*, but better. If nothing else, it'll keep you warm on many a cold night, definitely worth a shot.

8

MAN ALIVE!

On Sale:
Out Now

Megaman X: Command Mission

The little fella is back and he's got some company. *Megaman X* and his crew are all grown up and ready for some role-play

Game Facts

- Capcom
- RPG
- E29.99
- Released: Out Now
- Players: 1
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

There's probably still around 20-30 hours of gameplay here but when these are up you might not return for more.

The bottom line Join Megaman and his crew in a turn-based RPG adventure as they infiltrate Giga Island and try to thwart the evil Liberion army.

3+
AGE



ED-209 was much smaller in real life.



Ah, what a little angel.



Anyone for a game of Extreme Hungry, Hungry Hippos?

"As the size of your team increases so does the level of strategy required"

Well, it's been quite a while since P2 sat down and had a play around with our little man with the shiny helmet, oh grow up, we do of course mean *Megaman X* and now he's back in a turn-based RPG which looks set to provide an interesting spin on the classic franchise.

Command Mission comes with a rather good pedigree as it's been developed by the team responsible for the excellent *Breath Of Fire: Dragon Quarter* but don't be fooled into thinking that this game is played out on such a large scale, it's got all the classic RPG elements but also contains some interesting new features to speed things along. The battle system in *Command Mission* is very effective, allowing the use of various sub-weapons, a power-meter-based action trigger and a useful Hyper mode power-up.



Deliver the combo's in time or it's gonna cost ya!

As you progress you also hook-up and interact with a variety of characters from the *Megaman* universe. As the size of your team increases so does the level of strategy required, with each team-mate possessing unique abilities (many of which can be unlocked and upgraded) you have to focus on exactly who to use and when, but there comes a time when the team can work together to deliver an almighty final strike to inflict some serious damage.

It may, however, be difficult for the replot to find a place in the market as veteran role-play gamers may take issue with the game's relative simplicity whereas new comers to the genre may quickly tire of the constant pop-up battles required to progress. If you're thinking about taking your first steps in the world of RPGs then this could be a good place to start though. **KEITH**

Expert Gamer Panel

Barry

I've always been a *Megaman* fan from way back in the day, but to be honest I'm not sure whether transposing the character into an RPG-style game was a good idea or not. A good old-fashioned side scrolling platformer might have been a better move.



Mat

Megaman is an enduring character, but this pseudo-RPG does little to entertain outside of the enjoyable cut-scenes. Plus turn-based, pop-up fights are sooo last century that even *Final Fantasy* has done away with them. A definite renter.



Kendall

Oh *Megaman*, you do realise you're only supposed to star in 2D side-scrolling platformers, don't you? This has neither the depth of most RPGs out there, nor the innocent pleasure of MM's best 2D platform moments - therefore disappointing both genres' audiences.



Keith

CM is an interesting RPG, which uses an amalgamation of battle systems but also employs some effective elements of its own. Capcom has taken a chance with this new direction but it seems to have paid off. A commendable effort but if you're not a fan of the old RPG then it's probably one to avoid.



Megaman X: Command Mission

OVERALL: We're just not sure about *Megaman's* latest appearance on the PS2. *Command Mission* is a tad easy so will probably suit RPG virgins. Really he should have stuck to his roots and remained a side-scroller.

6

Game Facts

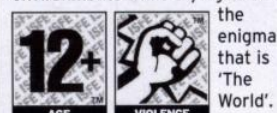
- Atari
- Action RPG
- £29.99
- Released: 26 November
- Players: 1
- Peripherals: Memory Card, Dual Shock



Buy it or rent it?

This is the last in a series of four, so if you've got the other three then you'll want to find out how it all ends. And even if you don't you'll probably have to buy this one anyway because it will take a while to get through.

The bottom line It's an RPG, so lots of talking, trading and cut-scenes. Explore a variety of environments while trying to solve



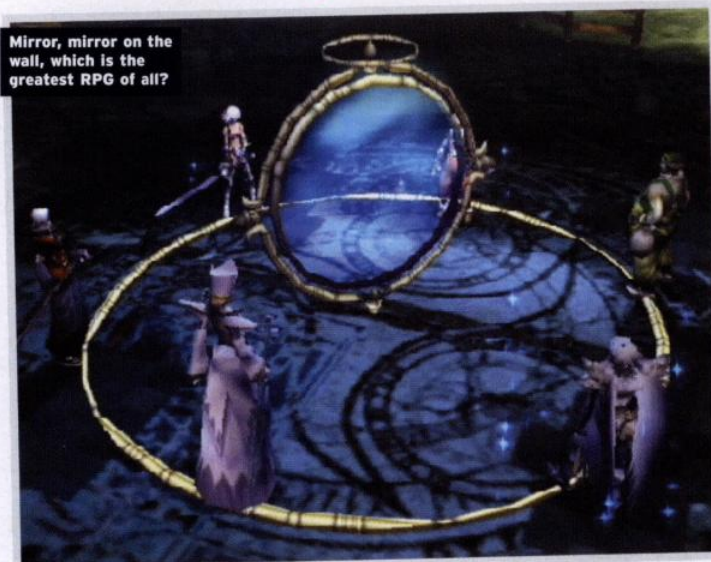
.hack Volume 4: Quarantine

On Sale:
26 Nov

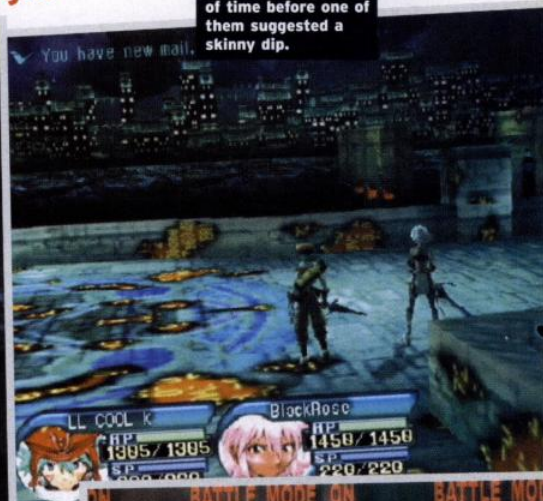
FINAL CHAPTER!

The fourth and final part of the .hack series has arrived and once again 'The World' is waiting...

Mirror, mirror on the wall, which is the greatest RPG of all?



It was only a matter of time before one of them suggested a skinny dip.



"The characters have decided to go on the offensive and draw the enemy into a trap"

Expert Gamer Panel

Kendall

So finally the story ends! Yes, the tales have been getting more complex and the battles, more tricky, but if you've come this far with the series then you need to see how it pans out. Darker, tougher and very challenging - goodbye .hack!



Luke

Finally, the last instalment in the nonsense-action-RPG series .hack, hits the shelves. The games may not be offensive, but anyone who's forked out for all four titles when Dark Chronicle is available at a fraction of the price needs their heads examined.



Barry

Thank Christ it's finally come to an end. I don't think I could handle another one. Don't bother playing this unless you've made your way through the first three, otherwise you'll be lost. Fans who've been following the saga will love the conclusion they've been waiting for all this time.



Keith

I'm not a big fan of the series as a whole, as the concept goes a little over my head. Perhaps if some padding had been removed the parts could have made one epic game. There are plenty of hack-heads out there that will really enjoy this though.



.hack Volume 4: Quarantine

OVERALL: The final instalment is here and you've spent over £100 on this quartet of .hack games. Was it worth it? Well, if you've started you may as well finish. Quarantine ends the series with better enemies but the gameplay remains the same.

5

Have you ever arrived halfway through a film and totally missed the point? Well, try coming in right at the end and still trying to work it all out. This is kind of how it feels when you pick up the fourth and final chapter in the .hack series - if you've missed the previous three chapters then you'll be completely bemused as to what's going on, not to mention the fact that you'll have missed out on countless hours of exploration.

As is to be expected, the scenario is the same (as well as almost every other feature of the game), you're still exploring 'The World' a strange role-playing game that is somehow affecting events in the real world. But now the characters have decided to go on the offensive, drawing the enemy into a trap. Once again you have to run

If things are feeling a little slow just warp to a random arena and open a can of whup-ass.



around discovering random servers and probing dungeons, while trying to level-up points for both you and your team. All of this must be done by engaging in combat, trading with others and managing your web browsers.

As always with the .hack series, the story is well presented and there's enough to keep you busy, from raising Gruntys and unlocking items in side-quests, to doing battle with some new (gargantuan) enemies. However, nothing much has been added in terms of gameplay, and if you were expecting some real revelations then you're going to be disappointed, it's taken a lot of hours - not to mention money - for disciples of the series to get this far and we're sure that they will find the story's conclusion satisfactory but anyone who's new to the world of .hack may want to leave Quarantine out of their PS2 collection. **KEITH**

If his butt-ugly face doesn't keep you away, his flying skull-and-crossbones certainly will!



On Sale:
Out Now

LATE ARRIVAL

SingStar Party

Sing along with Sony (and a few friends) as karaoke becomes cool again!

Take a break if all the singing gets too much for you.

Spent a bit too long on the sunbed, love?



PS2 Bronze Joypad Award

It's just gone 11pm on a Sunday night, and this reviewer has never been so embarrassed. A couple of bottles of wine with the missus and suddenly it seemed like a really good idea to get a bit of work done - namely my *SingStar Party* review. However, my total inability to sing has left my beloved practically wetting herself in hysterics, while the poor buggers in the downstairs flat have even given up banging on the ceiling and presumably buried their heads under their pillows, desperately craving sleep's sweet relief from the cacophony of cat-strangling that appears to be taking place above them. Having murdered Elton John's part of *Don't Go Breakin' My Heart*, my girlfriend banned me from even

attempting Bill Withers' *Ain't No Sunshine* as it's one of her favourite songs and she doesn't want it spoiled forever. Unfortunately for her, I have the controller and the microphone and Mr Withers' work suffers much the same fate as that of The Spice Girls, George Michael and Elvis before him.

However, as the tears dry and the console is switched off (in case downstairs go all postal on our asses) one thing cannot be denied. Awesome fun has been had by all. A repeat performance a few days later with a couple of friends confirmed two things - firstly, I am the worst singer in all of Christendom, and secondly, Sony has hit the nail firmly on the head with *SingStar Party*. With 30 tracks to master (or murder) you'll get a decent long-term

challenge, especially as you're given three difficulty settings that allow players to be a little further from the correct note but still get the points (and yes, shameful as it is to admit, my pitifully low scores were recorded on the easy setting).

The main differences to the first game are in multiplayer; as suggested by the 'Party' suffix, this is a game that not many will ever play alone. Up to eight of you can play in a variety of game modes, the best of which is the new 'duet' feature. Each song is split into two parts, with players singing one half. On the duet songs, such as *Don't Go Breakin' My Heart*, one player takes the role of Kiki Dee, and the other the role of Elton John. It works well, and players can either work together for a combined

Game Facts

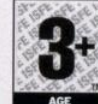
- Sony
- Party
- £19.99
- Released: Out Now
- Players: 1-8
- Peripherals: Memory Card, Memory Card, EyeToy, USB Microphone



Buy it or rent it?

Not a something you'll play very often, but worth owning it so that it's available for impromptu post-pub singsongs.

The bottom line Terrific fun provided you have enough close friends that won't mock you for making a tit out of yourself.



The Songs

There's a total of 30 songs to perfect, with an eclectic selection ranging from Maroon5 to Elvis. The following artists will no doubt be weeping into their paycheques as drunken fools the length and breadth of the country bastardise their creative dream.

Alicia Keys - Fallin'
Ashford & Simpson - Solid
Bill Withers - Ain't No Sunshine
Blu Cantrell - Hit 'Em Up Style (Oops!)
Bob Marley - No Woman No Cry
Buggles - Video Killed The Radio Star
Busted - Year 3000
Cyndi Lauper - Girls Just Wanna Have Fun
Destiny's Child - Survivor
Dido - White Flag
Duran Duran - Hungry Like The Wolf
Elton John & Kiki Dee - Don't Go Breaking My Heart
Elvis - Way Down
Franz Ferdinand - Take Me Out
George Michael - Faith
Jamiroquai - Cosmic Girl
Javine - Real Things
Kylie Minogue - I Should Be So Lucky
Little Richard - Tutti Frutti
Maroon5 - This Love
Natasha Bedingfield - Single
Pink - Just Like A Pill
Scissor Sisters - Take Your Mamma
Sonny & Cher - I Got You Babe
Spandau Ballet - Gold
Spice Girls - Who Do You Think You Are
The Beautiful South - A Little Time
The Foundations - Build Me Up Buttercup
The Police - Every Breath You Take
Tiffany - I Think We're Alone Now



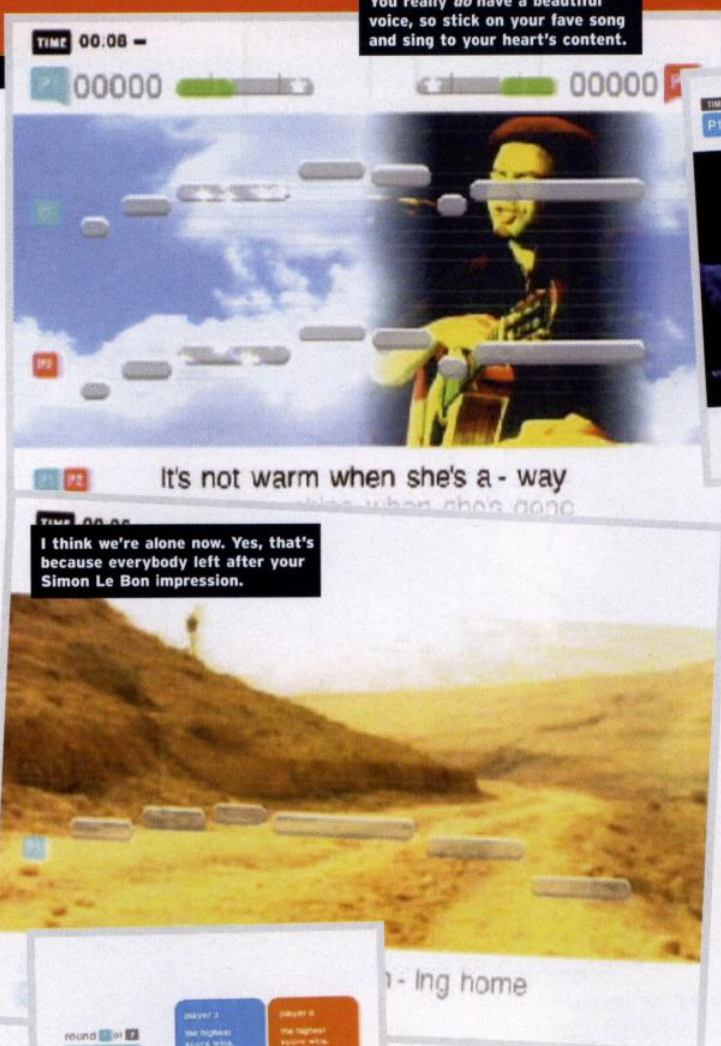
"You do need to be a certain kind of person to get the most out of a game like SingStar Party"

score, or against each other to see who does the best. Great fun can be had in 'Pass The Mic' mode too, as players are shuffled to perform solo rounds, unlikely duets and battles with other players. Furthermore, the game is compatible with Sony's other excellent innovation, the EyeToy, for those who want to see as well as hear themselves. Being as ugly as I am tone deaf, it was not an option I was too keen to pursue.

You do need to be a certain kind of person to get the most out of a game like *SingStar Party*. If you're confident, self-assured and the owner of a

reasonably good singing voice, then this is the ideal game for you. On the other hand, if you can get drunk enough not to care, you'll have just as much fun. It certainly doesn't come recommended as a single-player game - there is no single-player Career mode, merely the chance to sing the songs and see what score you get. However, next time you're with a few mates down the pub and fancy carrying on the fun after last orders, then a copy of *SingStar Party* will be worth its weight in gold. Let's just hope you have more understanding neighbours than me. **MIKE**

You really *do* have a beautiful voice, so stick on your fave song and sing to your heart's content.



Expert Gamer Panel

Roy

I loved the first game, but wasn't entirely satisfied with the choice of songs. This time around the selection is much better (for me, anyway) and the duet option is a great idea. Buy the original game, then buy this, and you'll have some very entertaining nights ahead of you!



Helen

Karaoke-style party games can be great fun and *SingStar Party* will have you in stitches, especially in Duet mode. The game picks up on tone, rhythm and pitch so try to get one of them sorted and you'll be okay. But remember not everyone has the voice of an angel, and there's no shame in that.



Barry

The first *SingStar* was a laugh and the *Party* edition is just as good. There are tons of tunes for you to either butcher or perform with style, either way it's all good fun. But as I've said before, you really need to be rotten drunk for the full effect.



Mike

As a tone-deaf drunkard, I haven't had this much fun in years. The day I play this at the office will be the day the devil ice-skates to work, but after a few beers, in the privacy of my own home with other consenting adults, I AM Elvis. Be afraid. Be very afraid.



SingStar Party

OVERALL: As multiplayer party games go, *SingStar Party* is great fun regardless of your singing ability (or lack of). The game works well playing both with or against fellow 'singers'. Play alone or get the gang round and make an occasion of it.





STOCK CAR CARNAGE

On Sale:
Out Now

FlatOut

Slam on the gas, aim for the nearest wall and then laugh your ass off as your driver's bones shatter...

Previewed back in issue 51, Empire Interactive's new racer impressed us by offering up a refreshing and inventive twist. Choosing to ignore the current trend of street racing and huge gaping cities doused in neon lights, Finnish developer Bugbear opted instead to focus on the down and dirty world of stock car racing. Strapping yourself behind the wheel of a monstrous muscle car and tearing through construction sites, dirt tracks, and small towns while wreaking havoc is the aim of this game. The twist of course is that if you find yourself careening headlong into an obstacle such as a crane, construction truck or even a wall then your driver is flung through the windshield at warp speed,

skidding along the grit and headfirst into a concrete wall or under the wheel of another car. Sadistic pleasure of course, but isn't that what everyone needs once in a while in between all the fluffy little creatures spouting an indecipherable language while on a quest to save the flower princess... or something along those lines? In fact, it wouldn't surprise us in the slightest if *FlatOut's* gimmick becomes the basis for many a drinking game some years down the line.

Governing this world of pain is an advanced physics engine implemented by the developer which affects every chunk of metal on your car and the various obstacles littered throughout each course. For example, one particular race played out on a huge

construction site houses a number of cranes lying by the wayside. If you manage to ram hard enough into a crane arm you can send it whipping around with the force of a wrecking ball, smashing it into either your own car or whoever's hot on your tail. It's a pleasure to watch in replay mode and even more satisfying if you succeed in causing another driver to slam into a mountain of sand, catapulting them through the windshield.

Sadly though, this is where things start to slowly but surely fall apart for *FlatOut*. Sure, the game has found itself an obvious selling point but this is not enough to detract from the fact that the game's primary factor - racing - slides very quickly into blandness. You can easily master a course in just one

Game Facts

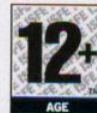
- Empire Interactive
- Racing
- £39.99
- Released:
Out Now
- Players: 1-2
(1-8 online)
- Peripherals:
Memory Card
Dual Shock



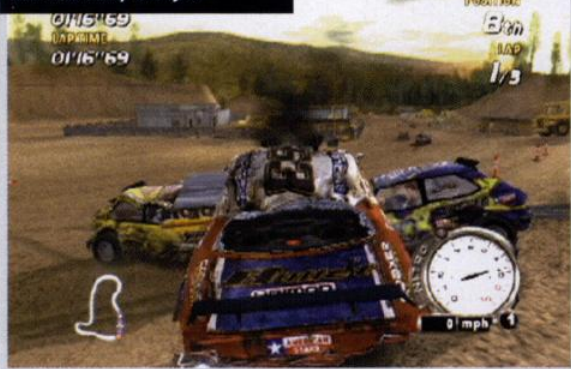
Buy it or rent it?

FlatOut's downfall is its asking price, if this were say a budget game it would be a different matter. Sadly there's just not enough here to warrant a £40 price tag. Rent it.

The bottom line Empire has made a valiant attempt at a white-knuckle race and smash title, unfortunately it lacks the finesse that many other games possess.



For the first time ever on camera - two cars mating, aww, how cute. Will it be a boy or a girl?



Bulls-Eye

■ What saves *FlatOut* from total disaster are the various inventive and utterly hilarious mini-games that you unlock as you progress through the ranks of an insane sporting event utilising your car and your driver. These wacky games include the cracking High Jump and the Human Dart, a bizarre take on the long jump whereby you launch your driver from his seat and along a patch of gravel.



Fancy a quick flash of me undercarriage?



Oh, ah, my back, oh Jesus, oh God, someone help me.



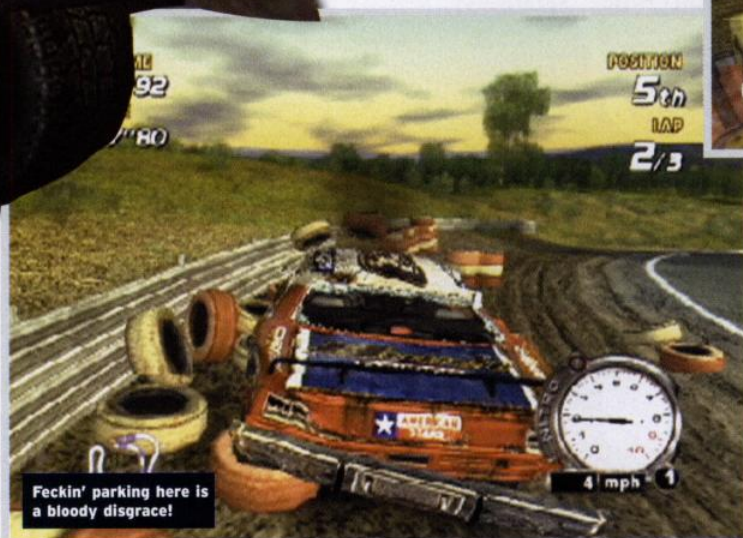
When I grow up I want to be a bird.



That's gonna leave a mark.



"This driving title burned out before it even got the chance to burnout. Damned shame"



Feckin' parking here is a bloody disgrace!

lap and despite the fact that you have the ability to upgrade your muscle car using cash from your winnings, the changes you make don't really make the racing feel any different from when you first started out with an unmodified car. It's a shame really because the crash physics Bugbear has kneaded into the overall game work wonderfully, but that's where it begins and ends.

Maybe we're just being fussy seeing as *Burnout 3: Takedown* blew us clean out of our seats here at P2, but in a sense *FlatOut* lacks the intensity of EA's monster and feels almost like a poor mans *Destruction Derby*, right down to the unsigned bands appearing on the soundtrack and the mini-game in the bonus level. There are 36 tracks to

choose from and 16 cars to get to grips with, but as we said before, this is not enough to detract from the lacklustre gameplay which only manages to hold your attention for a short time until you find yourself simply ramming into anything in sight just to maim your driver.

FlatOut could have been so much more, and in truth, if the game were being released at budget price then it's quite possible it could have scored a higher mark. In the end when you weigh up the factors at hand, it's asking too much of gamers this late in the year. This driving title burned out before it even got the chance to burnout, however it did manage to give us a few laughs along the way if that's any consolation. **BARRY**

P2 Expert Gamer Panel

Roy

I'm scoring this slightly higher than everyone else, solely because the madcap 'crash and throw your driver at various target' mini-games are so much fun. No, it's not *Burnout 3*, but then it's not trying to be, although I'd shop around and try and get it for less than 40 quid if you can...



Kendall

It's a racing game! It's got 'Out' in the title! Alas, *FlatOut* is not in the same league as other recent high-octane classics and the whole thing has the feel of a dated budget title rather than a full-price release. Disappointing.



Keith

You'd think that being faced with the prospect of releasing a mayhem-filled racing title, after *Burnout 3* would've been enough to make Empire grab its game and run, and on closer inspection of *FlatOut* perhaps it should have. It does have a high novelty factor but is that really enough?



Barry

FlatOut can be a lot of fun to begin with, but then it slowly descends down into the ranks of weekend rentals, and the £40 price tag is just asking too much when you can buy a more superior title for the same amount.



FlatOut

OVERALL: True, it's not your normal street racer, and you'll have some fun smashing up your stock car, especially in the mini-games. But for the price, this is just not up to speed with other, better racing titles out there.



On Sale:
3 Dec

SCORCHING SEQUEL

Prince Of Persia: Warrior Within

The Prince is back in one of the year's most anticipated sequels, and this time he's really pissed off!



Last year Ubisoft pulled a legendary gaming character from slumber and placed him firmly back on the mantle of all-time software greats. Having racked up a plethora of awards from countless magazines, it was evident that a sequel would no doubt be under construction. Here we are, a year, and one very different Prince later. As far as sequels go, *Warrior Within* is astonishing in its presentation - it's no longer awash with bright colours, instead what you now have is a much darker, more sinister game fronted by a very different Prince.

Gone is the clean-cut, immaculately dressed Prince and instead what we now have is a hardened, ruthless killer. From the very outset it's evident that developer Ubisoft Montreal has really

gone to town as far as overhauls are concerned, and if you read our preview a few issues back you'll know that no one was more critical of *Sands Of Time* than its producer, Yannis Mallet. *Warrior Within* now features a number of bosses all based on mythology, which include a Griffin, which is basically a giant falcon with a lion's head as well as 'Crow Man' (that one is pretty self-explanatory). The combat system and the fluidity you now have at your disposal in executing combinations and gravity defying acrobatics is astounding, especially when you find yourself surrounded by a number of enemies. The Prince now has the ability to vault over an enemy and implement a number of moves including strangling, decapitating or throwing them - the choice all depends on how

Errol Flynn eat your heart out.

much pain you want to inflict at that particular moment.

The plot follows our hero (or anti-hero, depending on how you look at it) on his journey through the deepest darkest recesses of the netherworld while being pursued by a mythical creature known as the 'Dahaka' - an immortal incarnation of fate itself seeking to right the corruption in the timeline inadvertently caused by the Prince in *Sands Of Time*. We could reveal more, but that would really spoil things for you. It's an engrossing storyline from start to finish, much like the first, and playing through it with no idea of what's about to happen is a major part of the experience.



Don't look down!
Don't look down!
Really, don't!



Ooh, what a mess.
Who's going to clean that up?



Crow Man - original,
don't you think?

Game Facts

- Ubisoft
- Action/Strategy
- £39.99
- Released: 3 Dec
- Players: 1
- Peripherals: Memory Card Dual Shock



Buy it or rent it?

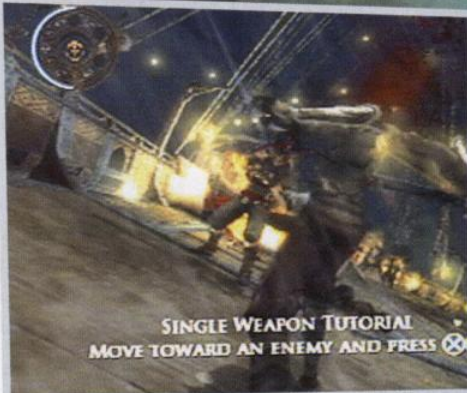
Warrior Within is a phenomenal offering from Ubisoft in terms of improving upon the first title. Deliciously dark and insanely addictive, owning this is a mandatory mission in life.

The bottom line What can we say that we haven't already said? Do the right thing and add this to your Christmas wish list!





Need any aspirin?



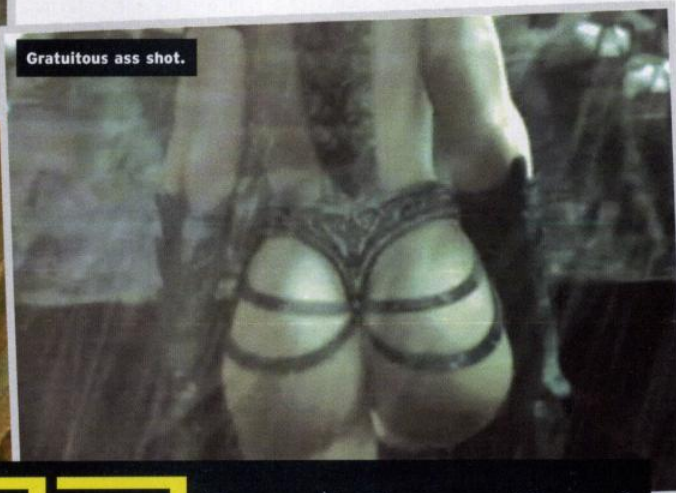
SINGLE WEAPON TUTORIAL
MOVE TOWARD AN ENEMY AND PRESS



Run boy, the Dahaka is coming to get youuuu...



Here I come you damn dirty demons.



Gratuitous ass shot.

One Bad Mutha

■ This time around the Prince isn't so clean-cut - he's let himself go over the years because every minute of every day, death itself has been chasing him. Like a cross between Captain Jack Sparrow and *Mad Max*, this guy kicks ass first and asks questions later. It's safe to say he is one of the coolest-looking characters ever to appear on PS2.



Before you start panicking, wondering if the platforming and trap portions which made the first game so much fun to play have been completely discarded in favour of blood-soaked brawling, rest assured both elements are still very much intact in *Warrior Within*. Only this time round the two have been seamlessly blended with the combat, replacing the slight rigidity of the original. For example, you'll find yourself bouncing from wall to wall, shimmying along a ledge, dropping down into an area patrolled by hordes of enemies for a bout of fisticuffs, followed by a room loaded with treacherous traps.

In terms of a sequel, *Warrior Within* has surpassed the standards set by *Sands Of Time* and offers an extremely unique and addictive gaming experience that's sure to set tongues wagging into the new year. Having the ability to wield dual blades and perform some of the most jaw-dropping moves we've ever had the privilege of bearing witness to in any game over the last few years is an experience in itself. Once you get to grips with the slightly tricky button combinations, you'll be lopping heads off left, right and centre. Do the right thing and make sure you get your hands on this absolute gem of a title - you won't be sorry! **BARRY**

P2 Expert Gamer Panel

Keith

The Persian Prince is back and darker than ever. I loved the original and this is even better, with more weapons, moves and more monstrosities. Those who found the first game a bit of a breeze will be pleased to know that the difficulty level has been increased.



Kendall

After the surprise brilliance of *Sands Of Time*, Ubisoft's sequel is everything we'd hoped for, a decent story, a hefty challenge and it's addictive enough to ensure you won't put it down until the credits roll.



Helen

I loved playing *Warrior Within*. The fighting moves you can execute are really entertaining and this dark adventure gets you right onto the edge of your seat. All action fans will be impressed by the well-designed underworld and slick combat style.



Barry

There are two games this month that I'm simply astounded by: *San Andreas*, and this. *Warrior Within* is a pleasure to play and the more sinister transition is a welcome one. Think *Mad Max* fused with *Pirates Of The Caribbean* and add various mythical monsters and you're there.



Prince Of Persia: Warrior Within

OVERALL: *Warrior Within* gets a definite thumbs up from P2 this month. All the original appeal is here, and more! The combat is smoother and the whole thing looks amazing - you won't want to put this one down...

10

KICK IT!

On Sale:
Out Now

This Is Football 2005

Another yearly update pushes its way into a ridiculously crowded market...

Sorry, every other football game ever, but you will always be compared with both *FIFA* and *Pro Evolution Soccer*; that's just the way it is! That said... you'd think that if anyone else could conquer the genre then it would be Sony. Unfortunately though, *This Is Football* has always been slightly lacking and the 2005 edition is no exception. There are an impressive amount of options available - the chance to go through an entire career, for example, where you start your campaign playing for your school team before climbing the ranks to superstardom. There's also the usual Competition, League and Exhibition options and a decent amount of teams to choose from - definitely something for all skill levels. And the best thing for the budding Beckhams out there is that *This Is Football 2005* has EyeToy support and so using the simple 'Cameo' system, you can get your

face in the game and map it onto the player of your choice. Thanks to the nifty editing system, you can then name your star striker after yourself too. Sweet.

But all of this, immense fun as it is, is just cosmetic and when you strip it away and look at the actual game, *This Is Football* is a letdown. Firstly, it often feels as if you are playing on ice, the players and the ball just glide around with no real sense of actual physics. Also the computer players' AI means that often they act very unrealistically, to the point where you start to feel guilty for scoring goals that really should have been saved. *This Is Football 2005* just feels very dated, rather too basic and really, when it's sat on the shelf next to *Pro Evolution Soccer 4*, there's going to be very little reason to pick it up... **KENDALL**



He's gonna hoof it over the bar! You can just tell...

Game Facts

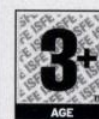
- Sony
- Sports
- £39.99
- Released: Out Now
- Players: 1-8
- Peripherals: Memory Card Dual Shock



Buy it or rent it?

If you've got an EyeToy, then *This Is Football* is definitely worth a few quid just to see you running around with the best players in the world! Rent though, don't buy.

The bottom line Despite the brilliance of the EyeToy compatibility, the game itself is just too bland and basic to warrant a purchase, especially with so many other soccer titles out there to choose from.



"This Is Football has always been slightly lacking and the 2005 edition is no exception"

Expert Gamer Panel

Keith

So what can *TIF 2005* bring to Sony's soccer squad? Well, not a great deal really. It's not a bad game by any means - it has plenty of teams to choose from and options to select - but it just hasn't got the skills to survive in the PS2 premier league.



Barry

This Is Football should really be called *This Is Feckin' Rubbish*. The EyeToy element is a really clever and welcome idea, you can clone yourself to make an entire team! Sadly this is where it stops, it's just no match for the other footie titans out there.



Mike

If Sony continues with this franchise under its current name, it will only be a matter of time before the Trade Descriptions people are knocking on the door. This is NOT football. It is bollocks.



Kendall

The use of EyeToy means our dreams of playing for our favourite team have come true - alas, the main game is a disappointment and cannot come close to the twin gods of *Pro Evo* and *FIFA*. Best left on the bench, I'm afraid.



This Is Football 2005

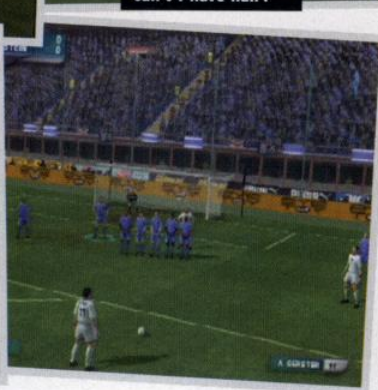
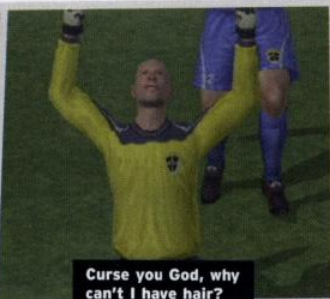
OVERALL: Oh good grief! Sony, just leave footie alone - focus on what you're good at. The only thing worth shouting about (or at least mentioning) is the EyeToy bit, but who wants to put their face in a rubbish game?



It's a tussle in the box, who's got the freakin' ball?



Curse you God, why can't I have hair?



Directory

Welcome to the most comprehensive INDEPENDENT games guide available for the PS2
from the only UK PlayStation magazine that gives FOUR opinions on EVERY review!

Ed says!

Confused as to what game to buy? Then check out our guide to the 420 PS2 games reviewed in previous issues!

**Roy's
Top 5**

Platformers

NEW GAMES

P2 BRONZE AWARD

P2 SILVER AWARD

P2 GOLD AWARD

4X4 EVO 2 RACING
Lots of nice trucks, but doesn't have the 'X' factor
ISSUE 31 SCORE 5

4X4 EVOLUTION RACING
Fun racer that falls short of being a truly exhilarating off-road experience
ISSUE 7 SCORE 6

7 BLADES BEAT-'EM-UP
Old school gamers will lap this up as there is so much fun to be had
ISSUE 11 SCORE 7

ACE COMBAT 4: DISTANT THUNDER SHOOT-'EM-UP
More an arcade game than a flight sim, but with great graphics and top-notch gameplay
ISSUE 18 SCORE 8

AGE OF EMPIRES STRATEGY/ADVENTURE
Real-time tactical warfare that'll keep you hooked
ISSUE 16 SCORE 8

AGGRESSIVE INLINE SPORTS
Fun extreme sports title with the added bonus of a character that looks like Britney!
ISSUE 24 SCORE 8

AIRBLADE SPORTS
Unusual 'mission-based' skateboard game where you, er, hover. Good, but limited fun
ISSUE 15 SCORE 7

ALEX FERGUSON'S PLAYER MANAGER 2001 SPORTS
Stat-crunching footy lovers will no doubt be counting their pennies
ISSUE 13 SCORE 7

ALIAS STRATEGY/ADVENTURE
A few small tweaks and hey presto! A decent game featuring the lovely Syd...
ISSUE 46 SCORE 7

ALIENS VS PREDATOR: EXTINCTION STRATEGY/ADVENTURE
Two of sci-fi's most terrifying creations battle it out in this tiresome RTS adventure
ISSUE 39 SCORE 6

ALL-STAR BASEBALL 2004 SPORTS
Baseball sim with loads of features. Nice... if you like that sort of thing
ISSUE 34 SCORE 7

ALPINE RACER 3 RACING
Fast but simplistic downhill racing game
ISSUE 29 SCORE 7

ALONE IN THE DARK: THE NEW NIGHTMARE STRATEGY/ADVENTURE
A poor man's Resident Evil that fails to impress. Nice looking but dull
ISSUE 15 SCORE 6

ALTER ECHO STRATEGY/ADVENTURE
An attractive action/adventure that's more style over substance
ISSUE 40 SCORE 5

AMPLITUDE PARTY/PUZZLER
Addictive sequel to *Frequency* - making music has never been so much fun!
ISSUE 38 SCORE 10

ANUBIS: ZONE OF THE ENDERS SHOOT-'EM-UP
Amazing looking shooter, with slightly shallow gameplay
ISSUE 33 SCORE 8

APE ESCAPE PLATFORMER
Colourful graphics, addictive gameplay and monkeys... thousands and thousands of 'em
ISSUE 12 SCORE 7

APE ESCAPE 2 PLATFORMER
More mad monkey platform mayhem set in colourful locations around the world
ISSUE 30 SCORE 9

AQUA AQUA: WETRIX 2 PARTY/PUZZLER
An addictive water-based puzzler that won't empty your pockets
ISSUE 3 SCORE 8

ARC: TWILIGHT OF THE SPIRITS STRATEGY/ADVENTURE
Overly lengthy RPG that only rewards those who stick it out
ISSUE 44 SCORE 6

ARCHER MACLEAN'S POOL PARADISE SPORTS
Loads of mini-games, great multiplayer and at a budget price!
ISSUE 47 SCORE 7

ARCTIC THUNDER RACING
Horrible to look at and worse to play. Midway should know better
ISSUE 14 SCORE 3

ARMORED CORE 2 SHOOT-'EM-UP
Above average tactical shoot-'em-up that fans of the genre will love
ISSUE 22 SCORE 7

ARMORED CORE 3 SHOOT-'EM-UP
Fairy dull mech-based combat that offers nothing over the previous edition
ISSUE 34 SCORE 5

ARMY MEN: BLADE'S REVENGE SHOOT-'EM-UP
Despite shortcomings the game does present some fairly solid blasting action
ISSUE 10 SCORE 6

ARMY MEN: RTS STRATEGY/ADVENTURE
Shocking - a decent *Army Men* game! Real-time strategy with tiny troops
ISSUE 24 SCORE 8

ARMY MEN: SARGE'S HEROES 2 SHOOT-'EM-UP
Attention, you unsoldierly maggots! Do not buy this game!
ISSUE 8 SCORE 4

ARMY MEN: SARGE'S WAR STRATEGY/ADVENTURE
A major, adult improvement for Sarge and his boys this time round
ISSUE 52 SCORE 6

ASTERIX & OBELIX XXL PLATFORMER
A dated game for a dated licence. One for fans only.
ISSUE 45 SCORE 5

ATHENS 2004 SPORTS
Great multiplayer sports title, with loads of events and the inclusion of the dancemat
ISSUE 49 SCORE 8

ATV OFFROAD FURY RACING
A formidable challenge that's as fun as it is frenzied
ISSUE 11 SCORE 8

ATV OFFROAD FURY 2 RACING
Yet another ATV game that reeks of mediocrity
ISSUE 39 SCORE 6

ATV 2 RACING
Fast-paced racing on four-wheeled bikes
ISSUE 31 SCORE 7

AUTO MODELLISTA RACING
Cel-shaded arcade racer with simple gameplay but good looks
ISSUE 29 SCORE 7

BACKYARD WRESTLING SPORTS
A bloody wrestling game that's for grown-ups only
ISSUE 41 SCORE 7

BAD BOYS II STRATEGY/ADVENTURE
Action-packed movie makes for a disappointing game that lacks attitude
ISSUE 46 SCORE 5

BALDUR'S GATE: DARK ALLIANCE STRATEGY/ADVENTURE
It's official *D&D* and it's damn good! One of the most slick and playable PS2 games yet
ISSUE 16 SCORE 8

BALDUR'S GATE: DARK ALLIANCE II STRATEGY/ADVENTURE
Classic hack-'n'-slasher that's accessible to all gamers
ISSUE 44 SCORE 8

BARBARIAN BEAT-'EM-UP
Old-school beat-'em-up with some nice ideas that gets a little confused in multiplayer
ISSUE 23 SCORE 6

BASS STRIKE SPORTS
One of the worst games ever. Fish you can't catch, bland graphics and... well, it's crap!
ISSUE 17 SCORE 4

BATMAN: THE RISE OF SIN TZU BEAT-'EM-UP
Holy smokes, Batman, another run-of-the-mill caper
ISSUE 42 SCORE 5

BATMAN: VENGEANCE STRATEGY/ADVENTURE
More for the younger player, but Ubisoft's adventure is still a must for all Batman fans
ISSUE 16 SCORE 7

BATTLE ENGINE AQUILA FIRST-PERSON SHOOTER
Transforming robot affair that doesn't live up to initial expectations
ISSUE 30 SCORE 7

BATTLESTAR GALACTICA SHOOT-'EM-UP
Disappointing space shooter that's for fans only
ISSUE 42 SCORE 6

BEACH KING STUNT RACER SPORTS
Basically a budget take on what would happen if Tony Hawk drove beach buggies!
ISSUE 38 SCORE 5

BEN HUR RACING
Tedious racing title set in Ancient Rome
ISSUE 32 SCORE 5

BEYOND GOOD & EVIL STRATEGY/ADVENTURE
Quirky, amusing and stunning to look at. And that's just the pig...
ISSUE 41 SCORE 9

BIG MUTHA TRUCKERS RACING
Original take on the racing genre, blending arcade action with strategy
ISSUE 30 SCORE 8

BIONICLE PLATFORM
Looks like Lego, plays like Lego: tedious, dated and boring
ISSUE 40 SCORE 4

BLACK & BRUISED BEAT-'EM-UP
Attempt at a 'fun' boxing game that falls well short of the mark
ISSUE 35 SCORE 6

BLADE II BEAT-'EM-UP
An attempt to translate the gore-fastic action of the movie that ultimately falls short
ISSUE 27 SCORE 5

BLOOD OMEN 2 STRATEGY/ADVENTURE
A classic adventure game that's both compelling and successfully gothic
ISSUE 21 SCORE 8

BLOODRAYNE STRATEGY/ADVENTURE
Incredibly dire vampire adventure yarn
ISSUE 35 SCORE 5

BLOODY ROAR 3 BEAT-'EM-UP
Leave the cynicism at the door and step into the world of the weird
ISSUE 10 SCORE 8

BLOODY ROAR 4 BEAT-'EM-UP
Unimaginative sequel with lengthy but decidedly easy Career mode
ISSUE 42 SCORE 5

BMX XXX SPORTS
Sub-standard Dave Mirra with puerile humour and the occasional pair of tits
ISSUE 29 SCORE 6

BOMBASTIC PARTY/PUZZLER
Crazy exploding dice game that'll tax even the smartest gamer
ISSUE 42 SCORE 8

BOMBERMAN KART RACING
Unremarkable racer that's slightly redeemed by the original *Bomberman* mini-game
ISSUE 39 SCORE 5

BOUNCER, THE BEAT-'EM-UP
Some stunning graphics cannot hide the shamefully shallow gameplay
ISSUE 5 SCORE 7

BREATH OF FIRE: THE DRAGON QUARTER STRATEGY/ADVENTURE
An attractive cel-shaded RPG which sadly lacks in plotline
ISSUE 39 SCORE 7

BRITNEY'S DANCE BEAT PARTY/PUZZLER
Slaves for Britney will love it, most others will tire of its repetitive nature
ISSUE 22 SCORE 6

BROKEN SWORD: THE SLEEPING DRAGON STRATEGY/ADVENTURE
George and Nico return in this puzzle-packed adventure
ISSUE 41 SCORE 8

BUFFY THE VAMPIRE SLAYER: CHAOS BLOOD STRATEGY/ADVENTURE
A fan-gastic caper that proves licensed games can work
ISSUE 40 SCORE 8

BURNOUT RACING
Fast, addictive and looks the business. A classic arcade racer
ISSUE 14 SCORE 9

BURNOUT 2: POINT OF IMPACT RACING
Ultra-fast street racing with some of the most outrageous crashes you'll ever witness!
ISSUE 27 SCORE 9

BURNOUT 3: TAKEDOWN RACING
The greatest arcade racer of our time just got better.
ISSUE 52 SCORE 10

BUST-A-BLOC PARTY/PUZZLER
Simple but addictive with plenty of variety and power-ups
ISSUE 47 SCORE 8

BUTT UGLY MARTIANS: ZOOM OR DOOM RACING
Tedious, pointless cartoon racer that you can win without even holding the pad!
ISSUE 30 SCORE 2

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM BEAT-'EM-UP
Beat-'em-up that achieves a rare balance of simplicity and depth
ISSUE 18 SCORE 8

CARMEN SANDIEGO: THE SECRET OF THE STOLEN DRUG STRATEGY/ADVENTURE
Ghastly graphics and atrocious gameplay make this one to avoid
ISSUE 44 SCORE 3

CART FURY: CHAMPIONSHIP RACING RACING
Out with the realism and pile on the thrills and spills of arcade racing
ISSUE 10 SCORE 7

CASTLEVANIA STRATEGY/ADVENTURE
Average prequel with repetitive gameplay but a fantastic soundtrack
ISSUE 44 SCORE 6

01

Ratchet & Clank 3

All the humour of the first two games, plus more weapons, more worlds and an online mode to boot!

02

Ratchet & Clank 2

The second best platformer on the market. Still well worth a look...

03

Ratchet & Clank

Have you got the message yet? Ratchet and Clank rock!

04

Ape Escape 2

Mad monkey mayhem. Enough said.

05

Crash Bandicoot: The Wrath Of Cortex

Classic old-school-style platformer. The way it should be. One of the best around.



Kendall's Top 5

Strategy/Adventure

01

Grand Theft Auto: Vice City

Rockstar takes us back to the glitz and glamour of the Eighties. Vice, violence and Mötley Crüe on the soundtrack. Unmissable.

02

Ico

Sony's magical masterpiece is unlike any other - a quiet and absorbing adventure that left gamers hypnotised.

03

Dog's Life

Step into the paws of Jake the dog in this original adventure - what other game allows you to sniff fire hydrants and chase chickens?

04

Beyond Good & Evil

Ubisoft's undervalued epic introduced us to a new feisty heroine and the greatest porcine hero since Porky Pig. Excellent.

05

Dark Chronicle

RPG cell-shaded brilliance in this stunning follow-up to *Dark Cloud*. Exploration and monster-slaying are the order of the day.

CASTLEWEEN	PLATFORMER
Promising idea that's been turned into a below-average platformer	
ISSUE 28	SCORE 4

CATWOMAN	STRATEGY/ADVENTURE
A rushed film tie-in that looks great but suffers from tedious controls and an awful camera	
ISSUE 50	SCORE 5

CEL DAMAGE OVERDRIVE	RACING
Budget cel-shaded racing title	
ISSUE 35	SCORE 5

CELEBRITY DEATHMATCH	BEAT-'EM-UP
Mix of amusing and violent game based on the successful TV show, sadly lacking longevity	
ISSUE 41	SCORE 7

CENTRE COURT HARD HITTER	SPORTS
Limited in one-player mode, but the multiplayer tennis action more than makes up for it!	
ISSUE 18	SCORE 8

CENTRE COURT HARD HITTER 2	SPORTS
A worthy sequel, although not quite a <i>Virtua Tennis 2</i> beater	
ISSUE 32	SCORE 7

CHAMPIONS OF NORRATH	STRATEGY/ADVENTURE
Quality RPG that's reminiscent of <i>Gauntlet</i>	
ISSUE 45	SCORE 8

CHAOS LEGION	STRATEGY/ADVENTURE
Mix of <i>Devil May Cry 2</i> with a watered-down RPG and... it doesn't work	
ISSUE 37	SCORE 5

CHOPLIFTER: SEARCH AND RESCUE	STRATEGY/ADVENTURE
Update of old arcade title that falls a little short in the excitement stakes	
ISSUE 36	SCORE 6

CIRCUS MAXIMUS: CHARIOT WARS	RACING
Well, it's chariot racing. And, er, it's not actually very good	
ISSUE 24	SCORE 5

CITY CRISIS	STRATEGY/ADVENTURE
Not visually extravagant or an epic adventure, but a solid old-school arcade game	
ISSUE 12	SCORE 7

CLOCK TOWER 3	STRATEGY/ADVENTURE
School girls, serial killers and spine-chilling scares. A great addition to the horror genre	
ISSUE 37	SCORE 9

CLUB FOOTBALL	SPORT
Manage your favourite team with this Premier League game	
ISSUE 40	SCORE 8

CLUB FOOTBALL 2005	SPORTS
It's not <i>Pro Evo</i> , but if you're looking for a bit of fun and the fastest football game out there, then this is it!	
ISSUE 53	SCORE 7

CODE VERONICA X	STRATEGY/ADVENTURE
Fans will undoubtedly get a kick from the extras and the sound gameplay	
ISSUE 10	SCORE 7

COLIN MCRÆ RALLY 3	RACING
Arguably the best rally series around... gets better	
ISSUE 28	SCORE 9

COLIN MCRÆ RALLY 2004	RACING
A pure rally experience for die-hard fans, with realistic handling and improved vehicles	
ISSUE 39	SCORE 9

COLIN MCRÆ RALLY 2005	RACING
Another fine addition to the already superb rally series	
ISSUE 51	SCORE 8

COMBAT ELITE: WWII PARATROOPERS	SHOOT-'EM-UP
RPG-esque wartime shooter. If you enjoy a challenge, it comes highly recommended	
ISSUE 50	SCORE 7

COMMANDOS 2: MEN OF COURAGE	STRATEGY/ADVENTURE
Incredibly in-depth and very versatile wartime strategy game	
ISSUE 23	SCORE 8

CONFLICT: DESERT STORM	STRATEGY/ADVENTURE
Absorbing squad-based third-person strategy/shooter - well worth a look!	
ISSUE 23	SCORE 9

CONFLICT: DESERT STORM II	STRATEGY/ADVENTURE
A commendable sequel, but doesn't add anything new to the genre	
ISSUE 39	SCORE 8

CONFLICT: VIETNAM	STRATEGY/ADVENTURE
A slight step back in the series, but still a decent squad-based shooter	
ISSUE 52	SCORE 6

CONFLICT ZONE	STRATEGY/ADVENTURE
Hilarious control system and slow gameplay in average real-time war strategy	
ISSUE 20	SCORE 6

CONTRA	SHOOT-'EM-UP
Old-school shooter that rocks our world	
ISSUE 31	SCORE 9

CRASH BANDICOOT: THE WRATH OF CORTX	PLATFORMER
Classy, simple platform action that may be old school, but it's still the best around	
ISSUE 15	SCORE 8

CRASH NITRO KART	RACING
Save Earth from the evil Emperor Velo in Crash's speediest adventure yet	
ISSUE 41	SCORE 7

CRAZY TAXI	RACING
Not as crazy as it was when it came out but still good racing fun	
ISSUE 9	SCORE 7

CRICKET 2002	SPORTS
The only cricket game on the PS2 - that happens to be damn good fun!	
ISSUE 17	SCORE 8

CRICKET 2004	SPORTS
All the right ingredients, just none of the pizzazz of other EA titles	
ISSUE 44	SCORE 6

CRIMSON SEA 2	STRATEGY/ADVENTURE
Repetitive sci-fi button-basher that's best suited to <i>Dynasty Warriors</i> fans	
ISSUE 52	SCORE 5

CRISIS ZONE	FIRST-PERSON-SHOOTER
The classic arcade shooter finally makes its way onto the PS2 with mixed results	
ISSUE 52	SCORE 7

CROUCHING TIGER, HIDDEN DRAGON	STRATEGY/ADVENTURE
This laughable movie tie-in should have stayed hidden	
ISSUE 42	SCORE 4

CY GIRLS	STRATEGY/ADVENTURE
Some great ideas sadly let down by poor missions	
ISSUE 47	SCORE 5

DAKAR 2	RACING
One of the world's most gruelling races makes for one dull game	
ISSUE 32	SCORE 6

DANCE:UK	PARTY/PUZZLER
A great party game with a superb pop music soundtrack and Karaoke mode	
ISSUE 41	SCORE 8

DANCING STAGE FEVER	PARTY/PUZZLER
Konami rates your body heat in this challenging sequel	
ISSUE 41	SCORE 8

DANCING STAGE MEGA MIX	PARTY/PUZZLER
Konami's dancing series debuts on PS2 - and it's a cracker!	
ISSUE 35	SCORE 9

DARK ANGEL	STRATEGY/ADVENTURE
Hill people, unlock door, hit people... repeat till bored.	
ISSUE 32	SCORE 4

DARK CHRONICLE	STRATEGY/ADVENTURE
An extremely accessible title which should appeal to RPG fans and non-fans alike!	
ISSUE 36	SCORE 9

DARK CLOUD	STRATEGY/ADVENTURE
There's a real challenge here and for those that stick it out the rewards are mighty fruitful	
ISSUE 12	SCORE 7

DARK SUMMIT	SPORTS
Mission-based snowboarding game results in a surprisingly playable mix of genres	
ISSUE 19	SCORE 8

DAVE MIRRA FREESTYLE BMX 2	SPORTS
Let's hope all the other extreme sports games on the way are as good as this	
ISSUE 13	SCORE 8

DAVID BECKHAM'S SOCCER	SPORTS
A far from benchmark football game that flops the over-exposed Beckham expiring horse	
ISSUE 22	SCORE 3

DEAD OR ALIVE 2	BEAT-'EM-UP
A hard-hitting and stylish game that packs a very original punch	
ISSUE 3	SCORE 9

DEAD TO RIGHTS	STRATEGY/ADVENTURE
Max Payne meets <i>Time Crisis</i> meets <i>Splinter Cell</i> meets... who knows what?	
ISSUE 36	SCORE 6

DEFENDER	SHOOT-'EM-UP
3D conversion of the original arcade classic that loses a little something in the translation	
ISSUE 30	SCORE 7

DEF JAM VENDETTA	BEAT-'EM-UP
It's extreme wrestling... with rappers and scantily clad girls - nice!	
ISSUE 35	SCORE 9

DEF JAM FIGHT FOR NEW YORK	SPORTS
Surpassing the original, this is genuine bone-crunching madness and it's got Henry Rollins. Buy it Now!	
ISSUE 53	SCORE 9

DESTRUCTION DERBY ARENAS	RACING
Trashing cars is now even more fun online	
ISSUE 43	SCORE 7

DEUS EX	STRATEGY/ADVENTURE
Expert blending of RPG and FPS that is truly rewarding for the determined	
ISSUE 19	SCORE 9

DEVIL MAY CRY	STRATEGY/ADVENTURE
It delivers with such style that it's difficult not to be drawn in by its charm	
ISSUE 13	SCORE 9

DEVIL MAY CRY 2	STRATEGY/ADVENTURE
Slick, stylish and enjoyable adventure... with a crap camera	
ISSUE 32	SCORE 8

DINO STALKER	FIRST-PERSON SHOOTER
Spirited attempt at combining a lightgun game with an adventure that doesn't quite cut it...	
ISSUE 25	SCORE 6

DISGAEA: THE HOUR OF DARKNESS	STRATEGY/ADVENTURE
Old-school RPG brilliance - how games used to be!	
ISSUE 48	SCORE 8

DISNEY'S DINOSAUR	PLATFORMER
An idea waiting to hatch, this game only just manages to crack the shell	
ISSUE 4	SCORE 4

DISNEY'S EXTREME SKATE ADVENTURE	SPORT
Tony Hawk's meets Disney! For grown-up kids too...	
ISSUE 39	SCORE 8

DISNEY GOLF	SPORTS
Fun, involving great looking golf game for all ages	
ISSUE 31	SCORE 8

DJ DECKS & FX	PARTY/PUZZLER
A stepping-stone to real DJing? This music mixer title won't hold your interest for long though...	
ISSUE 52	SCORE 6

DOG'S LIFE	STRATEGY/ADVENTURE
A very humorous and entertaining game that puts you in the collar of Jake the dog	
ISSUE 41	SCORE 9

DONALD DUCK: QUACK ATTACK	PLATFORMER
An enjoyable duck jumper on a machine that deserves more silly cartoon action!	
ISSUE 5	SCORE 6

DOWNFORCE	RACING
Pleasant arcade rival to <i>Burnout</i> that keeps the adrenaline flowing	
ISSUE 20	SCORE 8

DOWNHILL DOMINATION	RACING
Thrilling bike game with adrenaline-pumping action	
ISSUE 44	SCORE 8

DRAGONBALL Z: BUDOKAI	BEAT-'EM-UP
Load, proud and brash beat-'em-up - not the best by any means, but worth a look	
ISSUE 30	SCORE 7

DRAGON'S LAIR 3D	PLATFORMER
Truly terrible 3D conversion of a once-loved title. Avoid	
ISSUE 45	SCORE 4

DRAKAN	STRATEGY/ADVENTURE
Well-presented dragon-based adventure game let down only by an unwieldy controls	
ISSUE 19	SCORE 8

DRAKENGARD	STRATEGY/ADVENTURE
Great graphics and cut-scenes, but with little originality or variety	
ISSUE 48	SCORE 6

DRIV3R	STRATEGY/ADVENTURE
Great driving sections, awful on-foot bits. Fun but frustrating (and buggy) sequel to <i>Driver 2</i>	
ISSUE 49	SCORE 7

DRIVEN	RACING
Stallone lends his vocals for a decent and often inventive racer. Not to everyone's taste	
ISSUE 16	SCORE 7

DRIVEN TO DESTRUCTION	RACING
Utter crap racing title that feels like it's stuck in a time warp. Avoid.	
ISSUE 53	SCORE 4

DRIVING EMOTION: TYPE S	RACING
Keeping control of your car and your temper is no easy feat!	
ISSUE 7	SCORE 4

DROPSHIP: UNITED PEACE FORCE	STRATEGY/ADVENTURE
A decent, if dull, game that will appeal to flight sim fans but few others. Worth a look	
ISSUE 17	SCORE 8

DR MUTO	PLATFORMER
Average platformer with some nice ideas	
ISSUE 32	SCORE 7

DUNE	STRATEGY/ADVENTURE
Dreadful game based on complicated book that spawned a naïf TV series	
ISSUE 19	SCORE 4

DYNASTY TACTICS	STRATEGY/ADVENTURE
A decent, if dull, game that will appeal to flight sim fans but few others. Worth a look	
ISSUE 17	SCORE 8

DYNASTY TACTICS 2	STRATEGY/ADVENTURE
Tough tactical adventure that doesn't bring anything new to the series	
ISSUE 42	SCORE 6

DYNASTY WARRIORS 2	BEAT-'EM-UP
War has never been so much fun!	
ISSUE 2	SCORE 6

DYNASTY WARRIORS 3	BEAT-'EM-UP
Insanely addictive beat-'em-up let down by repetitive gameplay	
ISSUE 19	SCORE 6

DYNASTY WARRIORS 4	BEAT-'EM-UP
Fourth in the series - doesn't really improve at all over the last one though	
ISSUE 36	SCORE 5

DYNASTY WARRIORS 4: EMPIRES	STRATEGY/ADVENTURE
Yet another addition to the long running franchise. This one's strictly for the fans	
ISSUE 52	SCORE 5

DYNASTY WARRIORS 4: XTREME LEGENDS	BEAT-'EM-UP
Basically a stand-alone expansion disc. One for <i>DW4</i> enthusiasts only	
ISSUE 44	SCORE 6

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	STRATEGY/ADVENTURE
Saga's unusual adventure proves just too weird and dull on the PS2. We wait action!	
ISSUE 17	SCORE 6

EGGO MANIA	PARTY/PUZZLER
Entertaining attempt at an original take on Tetris that received mixed reactions	
ISSUE 27	SCORE 6

EJAY CLUBWORLD	PARTY/PUZZLER
Easy-to-get-into music-making facility for beginners and more experienced would-be DJs	
ISSUE 24	SCORE 8

ENDGAME	FIRST-PERSON SHOOTER
Very playable lightgun title which has nice bonus modes but might be too tricky for some	
ISSUE 23	SCORE 8

ENGLAND INTERNATIONAL FOOTBALL	SPORTS
With genuine players and easy to use controls, this is one to look out for	
ISSUE 47	SCORE 7

Directory



Keith's
Top 5

Racing Titles



01 Burnout 3: Takedown

The fastest, maddest, baddest racing title on the PS2!



02 Gran Turismo 3: A-Spec

Still waiting on number four! Will it be this good?



03 Burnout 2: Point Of Impact

Used to be the fastest racing game around, but then came the mighty Takedown!



04 Colin McRae Rally 04

We've had a fifth one, but to be honest, this one's still the favourite!



05 Freestyle Metal X

Let's here it for motocross! Get on that machine and catch some sick air!

ENTER THE MATRIX	STRATEGY/ADVENTURE
Aesthetically impressive movie tie-in that's a little thin on gameplay	
ISSUE 36	SCORE 7

EPHEMERAL PHANTASIA	STRATEGY/ADVENTURE
Not a complete disaster, but only the most patient gamer will derive fun from this	
ISSUE 11	SCORE 6

ESCAPE FROM MONKEY ISLAND	STRATEGY/ADVENTURE
Funny, quirky, extremely challenging and, most importantly, fun to play!	
ISSUE 11	SCORE 7

ESPN 2NIGHT	SPORTS
A good realistic approach, lacking the atmosphere of the sport	
ISSUE 6	SCORE 6

ESPN BASKETBALL	SPORTS
Authentic sporting action with superb commentary	
ISSUE 42	SCORE 8

ESPN FOOTBALL	SPORTS
Madden's long lost twin? It would appear so...	
ISSUE 42	SCORE 8

ESPN HOCKEY	SPORTS
Exciting, fast-paced action with air hockey mini-game	
ISSUE 42	SCORE 8

ESPN HOCKEY NIGHT	SPORTS
Basic hockey outing that lacks any American-style glitz and glamour	
ISSUE 8	SCORE 5

ESPN INTERNATIONAL WINTER GAMES	SPORTS
Old school-style button-bashing that can't help but be addictive. Not for everyone	
ISSUE 18	SCORE 7

ESPN NBA 2NIGHT 2002	SPORTS
Spirited attempt at a basketball title that unfortunately relies a little too much on luck	
ISSUE 23	SCORE 6

ESPN WINTER X GAMES SNOWBOARDING 2	SPORTS
Average snowboarding title with awkward controls - requires dedication	
ISSUE 19	SCORE 6

ESPN X-GAMES SKATEBOARDING	SPORTS
Not in the same park as Tony 3. Looks average, plays average, is average	
ISSUE 15	SCORE 6

ETERNAL RING	STRATEGY/ADVENTURE
Definitive RPG it isn't - interesting idea it definitely is!	
ISSUE 6	SCORE 5

EVE OF EXTINCTION	STRATEGY/ADVENTURE
Nice (if blatantly ripped off) ideas do nothing to help this bland and woeful adventure	
ISSUE 21	SCORE 4

EVERGRACE	STRATEGY/ADVENTURE
There's just enough (and we mean just) to satiate your gaming needs	
ISSUE 7	SCORE 5

EVERQUEST ONLINE ADVENTURES	STRATEGY/ADVENTURE
An engrossing RPG that'll have you glued to your PS2	
ISSUE 40	SCORE 8

EVIL DEAD: A FISTFUL OF BOOMSTICK	BEAT-'EM-UP
It's State Of Emergency... with a plot (and zombies)	
ISSUE 35	SCORE 7

EVIL TWIN: CYPRIEN'S CHRONICLES	STRATEGY/ADVENTURE
Strange hybrid 3D adventure that manages to ultimately fail a little short	
ISSUE 18	SCORE 4

EX ZEUS	SHOOT-'EM-UP
A great idea to resurrect classic Eighties action, but just too short	
ISSUE 49	SCORE 6

EXTERMINATION	STRATEGY/ADVENTURE
Adds its own unique flavour to horror gaming... Don't be scared to part with cash for it!	
ISSUE 8	SCORE 8

EXTREME-G 3	RACING
A superb game, it starts out fast and gets quicker until you can't stand it any more	
ISSUE 12	SCORE 8

EYETOY: GROOVE	PARTY/PUZZLER
Sony's revolutionary party game gets down with the funky beat	
ISSUE 41	SCORE 8

EYETOY: PLAY	PARTY/PUZZLER
Dance in front of a tiny camera, fight ninjas and wash windows on your own TV screen!	
ISSUE 37	SCORE 9

F1 2001	RACING
EA pulls out all the stops to create a good F1 title on the PS2	
ISSUE 14	SCORE 8

F1 2002	RACING
Formula 1 nuts need look no further, but it's too fussy for the casual gamer	
ISSUE 22	SCORE 7

F1 2004	RACING
Play this F1 racer only if you're prepared to put in long hours during Career mode	
ISSUE 50	SCORE 7

F1 CAREER CHALLENGE	RACING
Start at the bottom and work your way up to the dizzy heights of Ferrari	
ISSUE 35	SCORE 8

F1 CHAMPIONSHIP SEASON 2000	RACING
Unoriginal F1 game that fails to bring the sport into the next generation	
ISSUE 4	SCORE 4

F1 RACING CHAMPIONSHIP	RACING
An above average F1 game to keep you happy until something better arrives	
ISSUE 6	SCORE 6

FALLOUT: BROTHERHOOD OF STEEL	STRATEGY/ADVENTURE
Dungeons And Dragons gets futuristic and a little naughty	
ISSUE 46	SCORE 7

FAME ACADEMY: DANCE EDITION	PARTY/PUZZLER
Terrible dance-mat game that totally misses the point of Fame Academy the TV show	
ISSUE 42	SCORE 4

FANTAVISION	PARTY/PUZZLER
A gaming thrill not to be missed	
ISSUE 3	SCORE 8

FIFA FOOTBALL 2001	SPORTS
Brilliantly presented, this game looks the business and plays superbly	
ISSUE 3	SCORE 7

FIFA FOOTBALL 2002	SPORTS
FIFA returns with some clever tweaks, but ultimately plays the same. Good, fast fun	
ISSUE 15	SCORE 8

FIFA FOOTBALL 2003	SPORTS
EA finally gets its act together and produces a footy title to rival Pro Evo 2	
ISSUE 28	SCORE 9

FIFA FOOTBALL 2004	SPORTS
An uninspired update that proves the series should hang up its football boots	
ISSUE 41	SCORE 6

FIGHT NIGHT 2004	SPORTS
A real knockout boxing title that should be in your collection now!	
ISSUE 46	SCORE 9

FINAL FANTASY X	STRATEGY/ADVENTURE
Absolutely gorgeous and ridiculously huge RPG adventure that no-one should miss out on	
ISSUE 18	SCORE 9

FINAL FANTASY X-2	STRATEGY/ADVENTURE
Fabulous graphics and outstanding storyline, hindered by the continuous fighting	
ISSUE 45	SCORE 8

FINDING NEMO	STRATEGY/ADVENTURE
A cutesy adventure that's ideally suited for Pixar's younger fans	
ISSUE 40	SCORE 7

FIREBLADE	SHOOT-'EM-UP
Superb details, challenging missions and great fun - but fun... er rather difficult!	
ISSUE 22	SCORE 8

FIREFIGHTER FD 18	STRATEGY/ADVENTURE
An original idea that unfortunately loses its novelty factor very quickly	
ISSUE 47	SCORE 5

FLINTSTONES: VIVA ROCK VEGAS	RACING
Appalling handling and awful graphics combine to make a game that's worse than the film	
ISSUE 12	SCORE 3

FLIPNIC	PARTY/PUZZLER
Surreal pinball game with fantastically twisty tracks	
ISSUE 43	SCORE 8

FORBIDDEN SIREN	STRATEGY/ADVENTURE
Quite possibly the scariest game ever created	
ISSUE 45	SCORE 9

FORMULA ONE 2001	RACING
One of the best Formula 1 games for the PlayStation2	
ISSUE 9	SCORE 8

FORMULA ONE 2003	RACING
It's the yearly F1 update! Good, but you only really need one F1 game	
ISSUE 37	SCORE 6

FREAK OUT	PLATFORMER
Being able to tweak breasts with a free roaming hand is a bonus, but not a game	
ISSUE 12	SCORE 5

FREAKY FLYERS	RACING
A wacky racer that adds little to the genre	
ISSUE 40	SCORE 6

FREEDOM FIGHTERS	STRATEGY/ADVENTURE
Cold War-inspired adventure, with non-stop gun-blazing action	
ISSUE 39	SCORE 9

FREESTYLE	SPORTS
Essentially it's SSX Tricky with motorbikes - which is no bad thing...	
ISSUE 24	SCORE 7

FREESTYLE METAL X	SPORTS
Catch some crazy air in this Tony Hawk's on motorbikes	
ISSUE 38	SCORE 9

FREQUENCY	PARTY/PUZZLER
Utterly enjoyable, original and disturbingly hypnotising. Top for music games!	
ISSUE 22	SCORE 9

FROGGER BEYOND	PLATFORMER
Modern update of the arcade classic that manages to retain the spirit of the original	
ISSUE 35	SCORE 5

FUR FIGHTERS: VIGGO'S REVENGE	PLATFORMER
Inflicting pain on furry little creatures has never been so much fun	
ISSUE 9	SCORE 8

FUTURAMA	PLATFORMER
Watching the game is as good as the show. Playing it leaves a little to be desired...	
ISSUE 37	SCORE 7

FUTURE TACTICS: THE UPRISING	STRATEGY/ADVENTURE
A decent variation on the Worms 3D formula with a tasty helping of destruction	
ISSUE 53	SCORE 7

GALLOP RACER	RACING
Fairly enjoyable management/racer that's for horse fans only	
ISSUE 40	SCORE 6

GALIDOR: DEFENDERS OF THE OUTER DIMENSION PLATFORM	RACING
Another cartoon licence that falls short on gameplay and originality	
ISSUE 39	SCORE 5

GI JOCKEY	RACING
Menu-heavy equestrian romp makes it one for horse racing lovers only.	
ISSUE 20	SCORE 6

GI JOCKEY 3	RACING
Unusual take on horse racing that won't be to everyone's taste	
ISSUE 33	SCORE 6

GALARIONS: ASH	STRATEGY/ADVENTURE
Top cyberpunk-style storyline masks a humdrum adventure	
ISSUE 32	SCORE 5

GAUNTLET: DARK LEGACY	BEAT-'EM-UP
Looks and sounds average, but keeps you hooked to the end	
ISSUE 9	SCORE 6

GHOSTHUNTER	STRATEGY/ADVENTURE
Visually stunning but not as fun to play as it is to look at	
ISSUE 41	SCORE 8

GITAROO MAN	PARTY/PUZZLER
Fairy tricky and slightly repetitive music party game with some nice 'choirs'	
ISSUE 24	SCORE 7

GLADIATOR: SWORD OF VENGEANCE	STRATEGY/ADVENTURE
Oodles of Ray Harryhausen skeletons and mystical creatures to hack and slash	
ISSUE 42	SCORE 6

GLASS ROSE	STRATEGY/ADVENTURE
An interesting crime story, but with no player interaction whatsoever	
ISSUE 46	SCORE 5

GLADIUS	STRATEGY/ADVENTURE
Mind-numbing turn-based action with fogies. Feed it to the lions	
ISSUE 41	SCORE 5

GO GO COPTER	STRATEGY/ADVENTURE
Mini-helicopters flying about doing what tiny 'copters do. Riveting... or not	
ISSUE 46	SCORE 5

GOBLIN COMMANDER UNLEASH THE HORDE	STRATEGY/ADVENTURE
Amusing in small doses, but lacks polish and longevity	
ISSUE 45	SCORE 7

GRADIUS III & IV	SHOOT-'EM-UP
Nostalgia simply is not enough to help resurrect this vintage classic	
ISSUE 1	SCORE 5

GRADIUS V	SHOOT-'EM-UP
Old-school, ultra-hard 3D update of Konami's classic shooter	
ISSUE 53	SCORE 8

GRAND PRIX CHALLENGE	RACING
Yet another F1 game, and a surprisingly good one at that!	
ISSUE 30	SCORE 8

GRAND THEFT AUTO III	STRATEGY/ADVENTURE
Gory, gruesome, seedy, nasty, corrupting and bloody marvellous	
ISSUE 14	SCORE 10

GRAND THEFT AUTO: VICE CITY	STRATEGY/ADVENTURE
Sequel to GTA II, which turned out to be everything we hoped for... and more!	
ISSUE 28	SCORE 10

GRAN TURISMO 3	RACING
This easily surpasses other driving simulations for realism and sheer enjoyment	
ISSUE 10	SCORE 10

GRAN TURISMO CONCEPT	RACING
Cut-down GT3 with a few new cars and that's about it	
ISSUE 19	SCORE 8

GRAVITY GAMES	SPORTS
Midway attempts to cash in on the extreme sports fad... unsuccessfully!	
ISSUE 27	SCORE 4

GREGORY HORROR SHOW	STRATEGY/ADVENTURE
Quirky survival/horror which looks deceptively childish	
ISSUE 40	SCORE 8

G-SURFERS	RACING
Like Wipeout only without the track design, graphical finesse or smooth handling. Poor	
ISSUE 15	SCORE 7

GT CONCEPT 2002 TOKYO-GENEVA	RACING
Fun to play, with some nice cars, but nowhere near the depth of GT3	
ISSUE 24	SCORE 7

GTR 400	RACING
Budget racer that might not even be worth the low asking price	
ISSUE 50	SCORE 6

GTC AFRICA	RACING
Rage's racer is fast, fun and just different enough to warrant some serious interest	
ISSUE 16	SCORE 8

GUILTY GEAR X	BEAT-'EM-UP
Polished and playable beat-'em-up that's a little old-school for all but 2D die-hards	
ISSUE 17	SCORE 7

GUILTY GEAR X2	BEAT-'EM-UP
Extremely entertaining 2D beat-'em-up with insane combatants	
ISSUE 32	SCORE 8

GUMBALL 3000	RACING
Racing goes back to the good old days in this retro-style arcade offering... with girls!	
ISSUE 23	SCORE 8

GUNDAM FEDERATION VS ZEON	SHOOT-'EM-UP
Far too slow and easy to complete mech warrior-style game	
ISSUE 29	SCORE 3

GUNFIGHTER II	FIRST-PERSON SHOOTER
It's basically Time Crisis II set in the Wild West - superb!	
ISSUE 33	SCORE 8

GUNGRAVE	SHOOT-'EM-UP
Slow, repetitive and extremely basic shooter	
ISSUE 29	SCORE 5



**Barry's
Top 5**

First-Person Shooters



01 TimeSplitters 2

An awesome time-travelling romp, plus it's got the best multiplayer around. Nuff said.



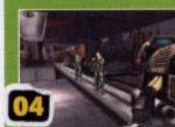
02 Quake III: Revolution

You must have this in your collection. It's dark, it's loaded with hardcore action... it's Quake!



03 Warhammer 40,000: Fire Warrior

A damn fine shooter that's a perfect blend of Aliens and Doom.



04 Red Faction II

Violent, engrossing, beautiful and it's got Lance Henriksen in it to boot. Brilliant.



05 Return To Castle Wolfenstein

Mutated Nazis, lashings of carnage and the chance to kick arse the old-school way.

GUN GRIFFON BLAZE	SHOOT-'EM-UP
Sharp controls and anarchic gunfights make this game quite literally a blast.	
ISSUE 4	SCORE 7

H3O	SPORTS
A bland surfer washing up on the extreme sports bandwagon.	
ISSUE 4	SCORE 3

.HACK//INFECTION	STRATEGY/ADVENTURE
An RPG with a modern twist. Enter the computer world to save a friend.	
ISSUE 45	SCORE 8

.HACK//MUTATION	STRATEGY/ADVENTURE
Intriguing and involving, but only if you've played the previous title.	
ISSUE 49	SCORE 8

.HACK VOLUME 3: OUTBREAK	STRATEGY/ADVENTURE
Penultimate chapter of the highly engrossing RPG series.	
ISSUE 52	SCORE 7

HALF-LIFE	FIRST-PERSON SHOOTER
Arguably the finest first-person shooter on the PC makes a big impact on the PS2.	
ISSUE 15	SCORE 9

HARDWARE ONLINE ARENA	SHOOT-'EM-UP
Simple, fast-paced action with full-on gun-blasting combat.	
ISSUE 40	SCORE 8

HARRY POTTER: GUDDITCH WORLD CUP	SPORTS
Exciting broomstick tomfoolery that'll please Potter-maniacs.	
ISSUE 42	SCORE 7

HAVEN: CALL OF THE KING	STRATEGY/ADVENTURE
Platform adventure that offers seamless gameplay and plenty of variety to boot.	
ISSUE 28	SCORE 8

HEADHUNTER	STRATEGY/ADVENTURE
A nice mix of action and adventure with a cracking storyline but a slightly iffy camera.	
ISSUE 18	SCORE 8

HEADHUNTER: REDEMPTION	STRATEGY/ADVENTURE
A thrilling storyline and bad-ass female character make Redemption worth the wait.	
ISSUE 52	SCORE 7

HERDY GERDY	STRATEGY/ADVENTURE
Spaced-out, original and expansive herd-'em-up. The start of a new genre?	
ISSUE 19	SCORE 7

HITMAN 2	STRATEGY/ADVENTURE
Immersive adventure that blends stealth and action better than anything from Konami.	
ISSUE 26	SCORE 9

HITMAN: CONTRACTS	STRATEGY/ADVENTURE
Slick, sick and bloody great. Baldy is back in style.	
ISSUE 47	SCORE 9

HOT WHEELS: VELOCITY X	RACING
Polished racer based around the well-known toy cars - best for younger gamers.	
ISSUE 28	SCORE 7

HOT WHEELS WORLD RACE	RACING
Another licence that sinks into the quagmire of mediocrity. Yawn!	
ISSUE 44	SCORE 5

HYPER STREET FIGHTER II	BEAT-'EM-UP
All the Street Fighter II games in one fantastic title. Buy, buy, buy!	
ISSUE 46	SCORE 8

THE HULK	STRATEGY/ADVENTURE
Hulk smashes! And, erm, Hulk smashes some more...	
ISSUE 36	SCORE 6

I-NINJA	PLATFORMER
Tough and challenging platformer wrapped up in a cutesy package.	
ISSUE 44	SCORE 8

ICO	STRATEGY/ADVENTURE
Stunningly different, violence-free adventure game with a refreshing attitude.	
ISSUE 19	SCORE 9

INDIANA JONES AND THE EMPEROR'S TOMB	PLATFORMER
An authentic Indy experience that will satisfy fans. No Lara, either...	
ISSUE 37	SCORE 8

INDYCAR 2005	RACING
We're not sure if driving round in circles is our idea of fun. Definitely only one for the fans.	
ISSUE 50	SCORE 6

INDYCAR SERIES	RACING
Technically spot-on racing, which is sadly let down by uneventful, circular tracks.	
ISSUE 35	SCORE 6

INT TRACK AND FIELD (ESPN)	SPORTS
A formulaic challenge that embraces the series high points with flair.	
ISSUE 2	SCORE 8

ISS	SPORTS
A complex and rewarding football game that fails to live up to expectations.	
ISSUE 2	SCORE 7

ISS2	SPORTS
With competition from the likes of FIFA and Pro Evo, we wonder why this exists at all.	
ISSUE 21	SCORE 5

ISS3	SPORTS
An arcade footy title that doesn't quite match up to Pro Evo...	
ISSUE 33	SCORE 7

JADE COCOON 2	STRATEGY/ADVENTURE
Easily accessible to a younger audience, but too restrictive for the ardent RPG fan.	
ISSUE 22	SCORE 6

JAK II: RENEGADE	PLATFORM
Jak's back and he's gone all moody in this dark, sophisticated platformer.	
ISSUE 40	SCORE 8

JAK AND DAXTER: THE PRECURSOR LEGACY	PLATFORMER
From the Crash Bandicoot creators comes the best, most demanding platformer on PS2.	
ISSUE 17	SCORE 8

JAMES BOND 007: AION UNDER FIRE	FIRST-PERSON SHOOTER
A meld of gammy genres in a Bond hush-hush!	
ISSUE 15	SCORE 9

JAMES BOND 007: EVERYTHING OR NOTHING	STRATEGY/ADVENTURE
A real blockbuster of a game. All 007 wannabes rejoice!	
ISSUE 45	SCORE 8

JAMES BOND 007: NIGHTFIRE	FIRST-PERSON SHOOTER
The second in the Bond series. Good, but predictable in the face of tough competition.	
ISSUE 29	SCORE 8

JET SKI RIDERS	SPORTS
A decent water racer is in here behind the basic graphics and simplistic controls.	
ISSUE 17	SCORE 7

JIM HENSON'S MUPPET PARTY CRUISE	PARTY/PUZZLER
Play as your favourite Muppets in some great mini-games.	
ISSUE 48	SCORE 8

JONNY MOSELY MAD TRIX	SPORTS
Dreadful 'rad' skiing game that would be best used as a mug coaster.	
ISSUE 19	SCORE 2

JUDGE DREDD: DREDD VS DEATH	FIRST-PERSON SHOOTER
Some superb graphics can't make up for this generic FPS.	
ISSUE 39	SCORE 6

JUICED	RACING
The career mode and a vast modifying section don't do much for the fact that this is no fun to drive.	
ISSUE 53	SCORE 6

BOOK RHYTHM 'N' GROOVE	PARTY/PUZZLER
Some top jungle dancing action plus a dance mat to boot. Bonus!	
ISSUE 8	SCORE 7

JURASSIC PARK: OPERATION GENESIS	PARTY/PUZZLER
Theme Park World, only with rides that eat people - top stuff!	
ISSUE 32	SCORE 8

KARAOKE STAGE	PARTY/PUZZLER
With hours of fun and plenty of challenge, you can't go wrong for 20 quid.	
ISSUE 47	SCORE 7

KELLY SLATER'S PRO SURFER	SPORTS
Nice water effects, but none of the adrenaline rush of the real thing...	
ISSUE 27	SCORE 6

KENGO: MASTER OF BUSHIDO	BEAT-'EM-UP
A tense feudal fighting game that shines through its own simplicity.	
ISSUE 6	SCORE 7

KESSEN	STRATEGY/ADVENTURE
A good strategy game that could've been a classic but now looks a little dated.	
ISSUE 5	SCORE 6

KESSEN II	STRATEGY/ADVENTURE
Glorious graphics, masses of troops - a good strategy game for the PS2.	
ISSUE 20	SCORE 8

KILL SWITCH	STRATEGY/ADVENTURE
Guns, explosions and more guns! Short-lived, but entertaining nonetheless.	
ISSUE 44	SCORE 7

KING'S FIELD: THE ANCIENT CITY	STRATEGY/ADVENTURE
An old school RPG aimed at stat-heads. Cripplingly slow and bland.	
ISSUE 22	SCORE 5

KINGDOM HEARTS	STRATEGY/ADVENTURE
Final Fantasy meets... about every Disney movie, with real-time combat. Excellent!	
ISSUE 27	SCORE 9

KING OF FIGHTERS 2000/2001	BEAT-'EM-UP
A stunning 2D fighter on a par with Capcom's legendary Streetfighter series.	
ISSUE 53	SCORE 8

KLONGA 2: LUNATEA'S VEIL	PLATFORMER
A lavish cartoon platformer with a charm all of its own. Every bit as good as the original.	
ISSUE 15	SCORE 8

KNIGHT RIDER	RACING
Classic series turned into a dreadfully awful game.	
ISSUE 29	SCORE 3

KNOCKOUT KINGS 2001	BEAT-'EM-UP
If you buy one boxing game for the PS2 make it the hard-hitting Knockout Kings.	
ISSUE 6	SCORE 8

KNOCKOUT KINGS 2002	SPORTS
Satisfying slugfest with official big names and a subtle blend of arcade and simulation.	
ISSUE 20	SCORE 8

KURI KURI MIX	PARTY/PUZZLER
Anyone craving original puzzling step right up and get your wallet out!	
ISSUE 8	SCORE 8

KYA: DARK LINEAGE	PLATFORMER
A solid title that's rife with clichés but is still engaging.	
ISSUE 45	SCORE 7

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS	PLATFORMER
Lara debuts on PS2 in an atmospheric game marred by dodgy camera and controls.	
ISSUE 36	SCORE 7

LE MANS 24 HOUR	RACING
Joy-pad wimps steer clear but petrolheads should get stuck right in.	
ISSUE 10	SCORE 7

LEGAIA 2	STRATEGY/ADVENTURE
Fairly repetitive RPG which doesn't bring anything new to the genre.	
ISSUE 28	SCORE 6

LEGACY OF KAIN: DEFIANCE	STRATEGY/ADVENTURE
Kain and Raziel return in this stunning gothic adventure.	
ISSUE 43	SCORE 8

LEGENDS OF WRESTLING	SPORTS
As much fun as head-butting a metal chair for an hour.	
ISSUE 20	SCORE 3

LEGENDS OF WRESTLING SHOWDOWN	SPORTS
Not quite Smackdown, but a damn sight better than any previous LOW offerings.	
ISSUE 50	SCORE 7

LEGO DROME RACERS	RACING
Not very good at all racer - spend your cash on a Lego Technic construction kit.	
ISSUE 30	SCORE 2

LEGO RACERS 2	RACING
The first cart racer to set a precedent on PlayStation2.	
ISSUE 13	SCORE 7

LEGION	STRATEGY/ADVENTURE
Innovative blend of RTS and RPG set in the world of good King Arthur and his knights.	
ISSUE 24	SCORE 8

LETHAL SKIES: ELITE PILOT: TEAM SW	SHOOT-'EM-UP
Fairly acceptable air combat game that met with mixed opinions.	
ISSUE 25	SCORE 6

LETHAL SKIES II	STRATEGY/ADVENTURE
Surprisingly good flight-sim at a budget price. Bargain.	
ISSUE 45	SCORE 8

LMA MANAGER	SPORTS
Excellent football management title that will appeal to fans but is a bit overwhelming.	
ISSUE 21	SCORE 8

LMA MANAGER 2003	SPORTS
Exactly the same game as LMA Manager 2002, just with updated stats - shame!	
ISSUE 28	SCORE 6

LMA MANAGER 2004	SPORTS
Take your team to the Premier League in this great management sim.	
ISSUE 46	SCORE 8

LONDON RACER WORLD CHALLENGE	RACING
Budget racing title - and it shows!	
ISSUE 38	SCORE 4

LOONEY TUNES SPACE RACE	RACING
Repackaged 'wacky' racer that should appeal to the kids or fans of Looney Tunes.	
ISSUE 19	SCORE 6

THE LORD OF THE RINGS: RETURN OF THE KING	BEAT-'EM-UP
A combat-heavy title that has some stunning graphics. Gandalf in it, too!	
ISSUE 41	SCORE 8

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING	STRATEGY/ADVENTURE
The other Lord Of The Rings game - nice idea, just a little dull...	
ISSUE 28	SCORE 6

THE LORD OF THE RINGS: THE TWO TOWERS	BEAT-'EM-UP
Frantic, immersive 'interactive movie' experience which is a little simple and linear.	
ISSUE 28	SCORE 7

LOTUS CHALLENGE	RACING
A good game but the hardcore sim handling will turn off anyone seeking that quick fix.	
ISSUE 12	SCORE 7

MACE GRIFFIN: BOUNTY HUNTER	FIRST-PERSON SHOOTER
Good ideas, clearly inspired by every other FPS about, but not the sum of its parts.	
ISSUE 37	SCORE 7

MADDEN 2001	SPORTS
If you're looking for a first class sports game on the PS2 then look no further!	
ISSUE 3	SCORE 9

MADDEN 2002	SPORTS
The best looking sports game on the PS2 also plays like a dream.	
ISSUE 15	SCORE 8

MADDEN 2003	SPORTS
A top game, but one that doesn't offer anything over Madden 2002.	
ISSUE 27	SCORE 8

MADDEN NFL 2004	SPORT
Addictive American football game with excellent new Owner mode.	
ISSUE 39	SCORE 8

MADDEN NFL 2005	SPORTS
The best American football game in the world is back... and it just got better!	
ISSUE 53	SCORE 9

MAD MAESTRO	PARTY/PUZZLER
Bizarre Japanese music game with good ideas but which resembles a metronome sim.	
ISSUE 21	SCORE 6

MAFIA	STRATEGY/ADVENTURE
Live the life of a Thirties gangster in this commendable adventure.	
ISSUE 44	SCORE 8

MANHUNT	STRATEGY/ADVENTURE
Never mind Cash, we wanted to kill ourselves after playing this travesty...	
ISSUE 42	SCORE 5

MARK OF KRI	STRATEGY/ADVENTURE
Original if repetitive hack 'n' slash adventuring...	
ISSUE 32	SCORE 7

MARVEL VS CAPCOM 2	BEAT-'EM-UP
2D fighter that looks a little dated but still has what it takes to keep you playing.	
ISSUE 28	SCORE 8

MASHED	RACING
Quite simply one of the best multiplayer racing games around.	
ISSUE 49	SCORE 8

MAT HOFFMAN'S PRO BMX 2	SPORTS
The wacky Mr Hoffman returns for more gnarly big air shenanigans.	
ISSUE 26	SCORE 8

MAXIMO: GHOSTS TO GLORY	PLATFORMER
Enjoyable 3D update of the classic 2D Ghosts 'n' Goblins platformers of old.	
ISSUE 18	SCORE 8

Directory



Simon's Top 5

Beat-'Em-Ups

01

Soul Calibur II

The undisputed daddy - who needs fists when you have big-arsed swords?

02

Tekken 4

Some great characters and painful moves put this in a class above *Virtua Fighter* for me.

03

Mortal Kombat: Deadly Alliance

I can't wait for the sequel - hopefully there'll be more fatalities this time...

04

Street Fighter II: Hyper Anniversary Edition

Finally we get all the characters in one sweet game - retro heaven.

05

Rocky

The best boxing game ever! Looks great and plays even better.

MAXIMO VS ARMY OF ZIN	STRATEGY/ADVENTURE
Maximo returns, but is he already past his sell by date?	
ISSUE 44	SCORE 7

MAX PAYNE	PLATFORMER
Excellent adventure game with slo-mo killing and masses of atmosphere.	
ISSUE 19	SCORE 8

MDK2	PLATFORMER
Dumpy sequel and poor conversion that's outdone by the Dreamcast version	
ISSUE 8	SCORE 6

MEDAL OF HONOR: REDEMPTION	FIRST-PERSON SHOOTER
One of the most staggering, authentic and engaging FPS titles to grace the PS2!	
ISSUE 22	SCORE 10

MEDAL OF HONOR: RISING SUN	FIRST-PERSON SHOOTER
Some terrible enemy AI tarnishes this respectable sequel	
ISSUE 41	SCORE 8

MEN IN BLACK II: ALIEN ESCAPE	SHOOT-'EM-UP
Fairly endless fun for a while, but frustration quickly sets in	
ISSUE 25	SCORE 5

METAL ARMS: GLITCH IN THE SYSTEM	PLATFORM
Sloppy controls and dodgy camera angles just highlight the mediocrity of this game	
ISSUE 41	SCORE 5

METAL GEAR SOLID 2	STRATEGY/ADVENTURE
Long-awaited stealth title with far too many FMV scenes to be perfect	
ISSUE 19	SCORE 9

METAL GEAR SOLID 2: SUBSTANCE	STRATEGY/ADVENTURE
What MGS2 should have been the first time around	
ISSUE 32	SCORE 8

METAL SLUG 3	SHOOT-'EM-UP
SNK's quirky 2D shooter comes to PS2 in all its cartoon glory. Unmissable	
ISSUE 53	SCORE 8

MICRO MACHINES	RACING
Latest Micro Machines update that fails to recapture the thrills of previous games	
ISSUE 29	SCORE 6

MIDNIGHT CLUB: STREET RACING	RACING
One for the arcade freaks - simulation seekers should avoid this	
ISSUE 2	SCORE 7

MIDNIGHT CLUB II	RACING
Fast-paced madcap racing action with an awesome online model	
ISSUE 33	SCORE 8

MIDWAY ARCADE TREASURES	PARTY/PUZZLER
The true gamer's choice. This is a real treasure	
ISSUE 44	SCORE 10

MIDWAY ARCADE TREASURES 2	PARTY/PUZZLER
Not as amazing as the first instalment, but with <i>Mortal Kombat 3</i> and <i>Narc</i> , it's worth a look	
ISSUE 53	SCORE 8

MIKE TYSON'S HEAVYWEIGHT BOXING	SPORTS
Sloppy, rushed and generally poorly executed. You'd regret even renting it	
ISSUE 22	SCORE 4

MINORITY REPORT	BEAT-'EM-UP
Missed opportunity for a fantastic platform adventure	
ISSUE 31	SCORE 5

MISSION: IMPOSSIBLE - OPERATION SURMA	STRATEGY/ADVENTURE
Sprinter Cell wannabe with great gadgets but irksome gameplay	
ISSUE 42	SCORE 6

MONSTERS, INC	PLATFORMER
Cutey platformer that doesn't reach near the standard of the movie it's based on	
ISSUE 18	SCORE 6

MORTAL KOMBAT: DEADLY ALLIANCE	BEAT-'EM-UP
Gore galore in possibly the best of the series so far!	
ISSUE 31	SCORE 9

MORTAL KOMBAT: DECEPTION	BEAT-'EM-UP
A fine return to the gory classic, and it's got a chess model!	
ISSUE 53	SCORE 8

MOTO GP	RACING
You won't find a finer bike racing game on the PlayStation2	
ISSUE 4	SCORE 9

MOTO GP 3	RACING
Enjoyable bike action - featuring Mr Driller as a hidden character!	
ISSUE 33	SCORE 7

MOTO GP 2	RACING
An entertaining racer that improves on the original but is nothing earth-shattering	
ISSUE 18	SCORE 7

MR. GOLF	SPORTS
Nice environments, cute characters, but missing that 'X' factor	
ISSUE 32	SCORE 6

MR. MOSQUITO	PARTY/PUZZLER
Weesirrrrrr mosquito sim that's a chuckle for a while but lacks longevity	
ISSUE 21	SCORE 6

MTV MUSIC GENERATOR 2	PARTY/PUZZLER
After the brilliance of <i>Music 2000</i> comes this more complex version	
ISSUE 9	SCORE 8

MTV MUSIC GENERATOR 3	PARTY/PUZZLER
A simple, enjoyable way to impress all your mates, if music-making is your thing	
ISSUE 49	SCORE 8

MTX MOTOTRAX	RACING
Fun for the fans with loads of challenges and tricks, plus a great soundtrack	
ISSUE 47	SCORE 8

MUMMY RETURNS, THE	STRATEGY/ADVENTURE
An average movie conversion for the younger games player	
ISSUE 14	SCORE 6

MUSIC 3000	PARTY/PUZZLER
Everything you need to become the next Fatboy Sim on your PS2	
ISSUE 33	SCORE 9

MUSIC MAKER	PARTY/PUZZLER
Fairly competent package with a few nice touches that may prove a little restrictive	
ISSUE 18	SCORE 6

MX2002	RACING
An addictive and incredibly fast racer that will certainly appeal to fans of extreme sports	
ISSUE 13	SCORE 7

MX SUPERFLY	RACING
Highly enjoyable off-road motorbike action	
ISSUE 25	SCORE 7

MX UNLEASHED	SPORTS
It's got bikes! It's got tricks! It's got nothing really new to offer...	
ISSUE 46	SCORE 6

MXRIDER	RACING
A surprisingly playable racer that's well worth a go	
ISSUE 14	SCORE 8

MY STREET	PARTY/PUZZLER
A silly and original party game that's best played online	
ISSUE 41	SCORE 7

MYST III: EXILE	STRATEGY/ADVENTURE
Strange, relaxing adventure with gorgeous visuals that's a nice alternative to... everything!	
ISSUE 28	SCORE 7

MYSTIC HEROES	BEAT-'EM-UP
Dynasty Warriors-style group-based beat-'em-up action	
ISSUE 34	SCORE 5

NASCAR 2001	RACING
Bland racer lacking the visual oomph to make up for the bland tracks	
ISSUE 4	SCORE 5

NAVAL OPS: WARSHIP GUNNER	STRATEGY/ADVENTURE
Bizarre battleship sim with a sci-fi twist	
ISSUE 40	SCORE 6

NBA 2K3	SPORTS
Not the best, but also far from the worst basketball title on the market	
ISSUE 33	SCORE 7

NBA BALLERS	SPORTS
Even if basketball isn't your thing, there's tons of arcade fun to be had here	
ISSUE 51	SCORE 9

NBA HOOPZ	SPORTS
Over-the-top atmosphere that's poorly presented and visually lame	
ISSUE 6	SCORE 5

NBA JAM	SPORT
Nine years down the line and it's still one of the greatest b-ball titles out there	
ISSUE 41	SCORE 8

NBA LIVE 2001	SPORTS
Quick, accurate with great visuals. This dunks harder than the rest.	
ISSUE 6	SCORE 7

NBA LIVE 2002	SPORTS
Best basketball game on the PS2 with slick looks, Arcade mode and all the stats	
ISSUE 16	SCORE 8

NBA LIVE 2003	SPORTS
Standard EA update of this classy b-ball game	
ISSUE 29	SCORE 8

NBA LIVE 2004	SPORT
Delivers very little new to the basketball court, but offers some authentic gameplay	
ISSUE 41	SCORE 7

NBA STREET	SPORTS
Enjoyable, slick, frenetic, gorgeous. It's everything a sports game should be!	
ISSUE 11	SCORE 8

NEED FOR SPEED: UNDERGROUND	RACING
Being able to create your dream car can't compensate for this substandard racer	
ISSUE 41	SCORE 6

NEXT GENERATION TENNIS 2003	SPORTS
Another tennis title offering little challenge and lacklustre gameplay	
ISSUE 36	SCORE 4

NFL 2K3	SPORTS
Fairly enjoyable American footy game that's not up to the same standard as <i>Madden</i>	
ISSUE 33	SCORE 7

NFL QUARTERBACK CLUB 2002	SPORTS
Like <i>Madden</i> only without the lush graphics, smooth options or fast turn of pace. Poor	
ISSUE 15	SCORE 6

NFL STREET	SPORTS
It's <i>Madden</i> , but on the streets	
ISSUE 44	SCORE 8

NFS: HOT PURSUIT 2	RACING
Super-fast cops 'n' robbers racing action with some absolutely gorgeous cars!	
ISSUE 26	SCORE 8

NHL 2001	SPORTS
A breathless translation of the sport that is packed with incredible detail	
ISSUE 3	SCORE 8

NHL 2002	SPORTS
Better than the original and packed with more depth. A must for hockey fans	
ISSUE 15	SCORE 8

NHL 2003	SPORTS
Fast and fun ice hockey title which takes a slightly more serious approach than <i>HITZ</i>	
ISSUE 27	SCORE 8

NHL 2004	SPORT
The most comprehensive and realistic ice-hockey game on the PS2	
ISSUE 39	SCORE 8

NHL 2005	SPORTS
A more polished offering than last year's addition complimented by a rocking soundtrack!	
ISSUE 53	SCORE 7

NHL 2K3	SPORTS
Realistic, comprehensive hockey game that offers a lot of challenge	
ISSUE 32	SCORE 8

NHL HITZ 2002	SPORTS
Fast, colourful arcade fun that ditches the rules in favour of OTT thrills	
ISSUE 15	SCORE 8

NHL HITZ 2003	SPORTS
Awesomely fast, psychotically violent ice hockey action from Midway - nice!	
ISSUE 26	SCORE 9

NHL HITZ PRO	SPORT
The series has done a complete 180 in terms of game style, but plays like a pro	
ISSUE 41	SCORE 8

NIGHTSHADE	STRATEGY/ADVENTURE
It's Shinobi. With a girl. Not very innovative but still enjoyable enough	
ISSUE 44	SCORE 7

NO ONE LIVES FOREVER	FIRST-PERSON SHOOTER
A brave attempt at Austin Powers meets <i>GoldenEye</i> . Just doesn't quite manage it	
ISSUE 23	SCORE 7

NY RACE	RACING
A novel - if average - playable future racer that brings something new to the pot	
ISSUE 16	SCORE 6

OBSCURE	STRATEGY/ADVENTURE
With its tongue firmly in its cheek, this survival horror offers up a few decent scares	
ISSUE 53	SCORE 6

ONI	SHOOT-'EM-UP
Oni is a mild diversion but you should think hard before parting with your cash	
ISSUE 7	SCORE 6

ONIMUSHA 2	STRATEGY/ADVENTURE
A mixture of adventure and puzzle elements that works for some...	
ISSUE 26	SCORE 7

ONIMUSHA 3: DEMON SIEGE	STRATEGY/ADVENTURE
Huge variety and excellent storyline make for an engrossing adventure	
ISSUE 48	SCORE 9

ONIMUSHA BLADE WARRIORS	BEAT-'EM-UP
No story or longevity - we'd rather have <i>Onimusha 3</i> any day	
ISSUE 47	SCORE 5

ONIMUSHA WARLORDS	STRATEGY/ADVENTURE
It looks great, plays like a dream and keeps you coming back for more	
ISSUE 11	SCORE 8

OPERATION WINBACK	SHOOT-'EM-UP
Solid espionage game that'll shut you up for a bit till the arrival of PS2 <i>Snake</i>	
ISSUE 8	SCORE 7

ORPHEN	STRATEGY/ADVENTURE
An average RPG lacking any real depth or detail	
ISSUE 4	SCORE 5

OUTLAW GOLF	SPORTS
Quirky and amusing golf game that's deceptively tricky	
ISSUE 42	SCORE 8

OUTLAW VOLLEYBALL	SPORTS
Shoddy graphics and awful controls equals crap game	
ISSUE 47	SCORE 5

PAC-MAN WORLD 2	PLATFORMER
Bland 3D platformer with the world's WORST camera. Avoid at ALL costs!	
ISSUE 32	SCORE 3

PACIFIC THEATER OF OPERATIONS IV	STRATEGY/ADVENTURE
Abysmal battleship sim that needs to be lost at sea	
ISSUE 45	SCORE 3

PARAPPA THE RAPPER 2	PARTY/PUZZLER
Enjoyable sequel that is a little short but will no doubt become another cult hit	
ISSUE 18	SCORE 8

PARIS-DAKAR RALLY	RACING
Poor in almost every way. We have GT3 now, stop making this stuff!	
ISSUE 14	SCORE 6

PENNY RACERS	RACING
An uninspired Japanese racer that lacks the visuals and depths to make it on PS2	
ISSUE 16	SCORE 4

PERFECT ACE	SPORTS
Fairly average tennis title that's pretty good fun in four-player mode	
ISSUE 36	SCORE 5

PETER PAN	STRATEGY/ADVENTURE
It's all been done before, and better. <i>Peter Pan</i> is one for nippers and Disney freaks	
ISSUE 19	SCORE 5

PINBALL	SHOOT-'EM-UP
First class pinball action for only a tennert!	
ISSUE 35	SCORE 7

PIRATES: THE LEGEND OF BLACK KAT	STRATEGY/ADVENTURE
Not very original. <i>Tomb Raider</i> -esque adventure with good booty bits!	
ISSUE 20	SCORE 7

PITFALL: THE LOST EXPEDITION	PLATFORM
Enjoyable platformer that sees a welcome return for the hapless hero	
ISSUE 46	SCORE 7



Helen's
Top 5

Party/Puzzlers



EyeToy: Play

No need to use a controller, just wave your hands around and amuse yourself and any onlookers all at the same time!



SingStar

Sing along to your favourite pop tunes and - like EyeToy: Play - entertain your friends while you're at it!



Amplitude

Create your own musical tunes in a very innovative way!



Parappa The Rapper 2

How can anyone not stick little Parappa in their top five?



Gitaroo Man

I love strumming a guitar, me! Crazy Japanese arcade action with a musical theme.

POLAROID PETE	PARTY/PUZZLER
Won't change your life but here is a game that proves originality pays. Brilliant fun!	
ISSUE 15	SCORE 8

POLICE 24/7	FIRST-PERSON SHOOTER
One of the coolest lightgun games around, once you've got past the fiddly set-up	
ISSUE 18	SCORE 8

POOL MASTER	SPORTS
A great deal of effort has been put in to ensure this is the best pool game around	
ISSUE 3	SCORE 7

POP IDOL	PARTY/PUZZLER
Get the chance to be a star for the day and show Mr Big Pants what you're made of	
ISSUE 41	SCORE 7

POWERPUFF GIRLS: RELISH RAMPAGE	STRATEGY/ADVENTURE
Show an arcade action based on the popular cartoon series	
ISSUE 29	SCORE 5

PREMIER MANAGER	SPORTS
There's nothing premier about this ill-considered management sim	
ISSUE 42	SCORE 4

PRIDE FIGHTING CHAMPIONSHIPS	BEAT-'EM-UP
Doesn't quite capture the gore and majesty of the real thing	
ISSUE 32	SCORE 6

PRIMAL	STRATEGY/ADVENTURE
Atmospheric third-person platform adventure that's sadly a little linear	
ISSUE 31	SCORE 7

PRINCE OF PERSIA: SANDS OF TIME	STRATEGY/ADVENTURE
This isn't a prince, it's a king amongst games. Buy it now!	
ISSUE 41	SCORE 10

PRISONER OF WAR	STRATEGY/ADVENTURE
Immersive 3D adventure with plenty of puzzle elements and some nice ideas	
ISSUE 23	SCORE 8

PRO EVOLUTION SOCCER	SPORTS
A simply amazing football game that sets new standards in every department	
ISSUE 14	SCORE 10

PRO EVOLUTION SOCCER 2	SPORTS
The verdict is in - it's even better than Pro Evolution - football fans rejoice.	
ISSUE 28	SCORE 9

PRO EVOLUTION SOCCER 3	PLATFORMER
Football crazy, football mad, this is the only football game you should have	
ISSUE 40	SCORE 10

PRO EVOLUTION SOCCER 4	SPORTS
The greatest football game on the market? Of course it is. Shame the online content's missing...	
ISSUE 53	SCORE 9

PROJECT EDEN	STRATEGY/ADVENTURE
It's gloriously intricate, embodying everything that makes PS2 gaming so great	
ISSUE 13	SCORE 8

PROJECT ZERO	STRATEGY/ADVENTURE
Refreshingly original survival-horror title that shouldn't be played alone in the dark!	
ISSUE 24	SCORE 8

PROJECT ZERO 2	STRATEGY/ADVENTURE
Truly terrifying, truly outstanding. Play it with the lights off if you dare!	
ISSUE 46	SCORE 8

PRO RALLY 2002	RACING
Budget rally racer that nestles happily in the arcade style but lacks the polish of rivals	
ISSUE 21	SCORE 6

PSI-OPS: THE MACHINES (THIRD EDITION)	STRATEGY/ADVENTURE
Superb graphics, endless playability and a cracking mix of stealth and carnage. Faultless	
ISSUE 51	SCORE 10

PUYO POP FEVER	PARTY/PUZZLER
Manic puzzle action that will give you fever	
ISSUE 44	SCORE 8

QUAKE III: REVOLUTION	FIRST-PERSON SHOOTER
A definite must-buy for first-person and action fans	
ISSUE 7	SCORE 9

R: RACING	RACING
A poor man's Gran Turismo, but it's still better than your average racer	
ISSUE 44	SCORE 7

R-TYPE FINAL	SHOOT-'EM-UP
We say goodbye but not good riddance to this superb arcade classic	
ISSUE 43	SCORE 9

RALLY CHAMPIONSHIP	RACING
Not the most realistic rally game, but the fun factor more than makes up for it.	
ISSUE 22	SCORE 8

RALLY FUSION: RACE OF CHAMPIONS	RACING
Enjoyable rally game that follows in the wheel ruts of arcade classic Sega Rally	
ISSUE 28	SCORE 8

RATCHET & CLANK	PLATFORMER
Outstanding, challenging platformer with a hilarious script and oodles of hidden bits	
ISSUE 27	SCORE 9

RATCHET & CLANK 2: LOOKED AND LOADED	PLATFORMER
Simply the best platformer out there. Buy it now or live to regret it!	
ISSUE 41	SCORE 10

RATCHET & CLANK 3	PLATFORMER
Fantastic platform adventure that lives up to the standard set by the first two instalments	
ISSUE 53	SCORE 9

RAYMAN 3: HOODLUM HAVOC	PLATFORMER
Rayman returns in an adventure very much like the others...	
ISSUE 32	SCORE 7

RAYMAN REVOLUTION	PLATFORMER
Not quite the revolution we hoped for but still good fun	
ISSUE 4	SCORE 6

RC REVENGE PRO	RACING
It looks like the batteries are running a little low on this tired franchise	
ISSUE 3	SCORE 5

READY 2 RUMBLE: ROUND 2	BEAT-'EM-UP
An immensely satisfying beat-'em-up that is guaranteed to raise a smile	
ISSUE 3	SCORE 8

REDCARD	SPORTS
Footy game meets beat-'em-up. Not one for soccer purists, but still great fun	
ISSUE 22	SCORE 8

RED DEAD REVOLVER	STRATEGY/ADVENTURE
Great graphics, loads of gunfights and an authentic Wild West feel	
ISSUE 48	SCORE 9

RED FACTION	FIRST-PERSON SHOOTER
Beautiful, violent and extremely compelling stuff	
ISSUE 10	SCORE 9

RED FACTION II	FIRST-PERSON SHOOTER
Worthy sequel to the original game with much improved multiplayer deathmatches	
ISSUE 27	SCORE 8

REIGN OF FIRE	SHOOT-'EM-UP
Entertaining use of a film licence. Short-lived, frantic and more than a little difficult!	
ISSUE 29	SCORE 7

RESIDENT EVIL: DEAD AIM	FIRST-PERSON SHOOTER
The first decent mix of a lightgun game and a survival horror game-fest	
ISSUE 35	SCORE 7

RESIDENT EVIL: GUN SURVIVOR 2	FIRST-PERSON SHOOTER
Poor controls and a general lack of entertainment result in a mediocre game	
ISSUE 18	SCORE 6

RESIDENT EVIL: OUTBREAK	STRATEGY/ADVENTURE
Could have been a fantastic addition to the series, but spoiled by the lack of an online mode	
ISSUE 51	SCORE 6

RETURN TO CASTLE WOLFENSTEIN: OPERATION RECONSTRUCTION	FIRST-PERSON SHOOTER
Hunt down mutated Nazi monsters and win the war for the Allies	
ISSUE 36	SCORE 8

REZ	SHOOT-'EM-UP
An original and fast shoot-'em-up that's about the music, the mood and the blessing	
ISSUE 17	SCORE 8

RIBBIT KING	SPORTS
Golf with a surreal, hilarious and inventive twist best played with a few mates	
ISSUE 53	SCORE 7

RICHARD BURNS RALLY	RACING
A polished, quality racing title, but really only for the hardcore rally fans	
ISSUE 49	SCORE 8

RIDGE RACER V	RACING
A fast addictive game, it doesn't advance the series, but is still a quality racer	
ISSUE 1	SCORE 8

RIDING SPIRITS	RACING
A fair attempt at Gran Turismo 3 for motorbike fans	
ISSUE 26	SCORE 7

RIDING SPIRITS II	SPORTS
Dreadful graphics and frustratingly unforgiving. Rent or avoid	
ISSUE 48	SCORE 5

RING OF RED	SHOOT-'EM-UP
A game of surprising depth and subtlety	
ISSUE 9	SCORE 6

RISE TO HONOUR	BEAT-'EM-UP
Jet Li kicks ass and then some more, and more, and more... sigh	
ISSUE 46	SCORE 6

RISK: GLOBAL DOMINATION	PARTY/PUZZLER
Addictive and entertaining translation of the world-renowned boardgame	
ISSUE 45	SCORE 7

ROAD TRIP ADVENTURE	STRATEGY/ADVENTURE
Innovative combination of racing and adventure - and cheap too!	
ISSUE 35	SCORE 7

ROADKILL	STRATEGY/ADVENTURE
Unleash havoc in this tongue-in-cheek combat driving game	
ISSUE 41	SCORE 7

ROBIN HOOD: DEFENDER OF THE CROWN	STRATEGY/ADVENTURE
The PC favourite gets a PS2 makeover. Shame it looks like Barbara Cartland, then...	
ISSUE 41	SCORE 6

ROBOTCH: BATTLECRY	SHOOT-'EM-UP
Mindless, fast-paced fun with transforming robots!	
ISSUE 29	SCORE 8

ROBOT WARLORDS	STRATEGY/ADVENTURE
A good idea that never really transcends being extremely boring	
ISSUE 7	SCORE 4

ROBOT WARS: ARENAS OF DESTRUCTION	BEAT-'EM-UP
Long loading and basic graphics ruin what could have been a classic game	
ISSUE 17	SCORE 5

ROCKY	BEAT-'EM-UP
The best boxing game we've ever seen on any console	
ISSUE 28	SCORE 9

ROCKY: LEGENDS	SPORTS
This excellent arcade fighter could have been champion had it not been for EA's Fight Night	
ISSUE 53	SCORE 8

ROMANCE OF THE THREE KINGDOMS VIII	STRATEGY/ADVENTURE
Confusing strategy game for super-patient people only	
ISSUE 45	SCORE 6

RTX RED ROCK	STRATEGY/ADVENTURE
Total Recall-style space adventure that only hints at LucasArts' past glory	
ISSUE 37	SCORE 5

RUGBY	SPORTS
In two-player mode, Rugby can be a solid and rather playable game	
ISSUE 10	SCORE 7

RUGBY 2004	SPORTS
A disappointing effort from the makers of Madden	
ISSUE 41	SCORE 6

RUMBLE RACING	RACING
Breakneck speed, outrageous stunts and cleverly designed tracks - addictive stuff!	
ISSUE 9	SCORE 8

RUNE: VIKING WARLORD	STRATEGY/ADVENTURE
Imagining one poor soul handing over 40 quid for this makes our stomachs turn	
ISSUE 12	SCORE 4

RYGAR: THE LEGENDARY ADVENTURE	STRATEGY/ADVENTURE
Pays homage to its classic arcade inspiration - but let down by shoddy cameras	
ISSUE 37	SCORE 6

SALT LAKE 2002	SPORTS
Sadly disappointing track and field-style winter Olympics affair with only six events	
ISSUE 18	SCORE 4

SAMURAI JACK	STRATEGY/ADVENTURE
A great cartoon, but sadly this platform affair lacks any originality or style. Rent or avoid	
ISSUE 50	SCORE 6

SAMURAI WARRIORS	STRATEGY/ADVENTURE
Just another version of Dynasty Warriors and not really worth full price	
ISSUE 49	SCORE 6

SCOOBY DOO: MYSTERY MAYHEM	PLATFORMER
Scoby's showing his age in this tired adventure	
ISSUE 46	SCORE 6

SCOOBY DOO! NIGHT OF 100 FRIGHTS	PLATFORMER
Amazing platform adventure probably better suited to younger gamers	
ISSUE 24	SCORE 7

SCORPION KING: RISE OF THE AKKADIAN	PLATFORMER
Boring, bland attempt to cash-in on a film which is itself a cash-in on another film	
ISSUE 30	SCORE 3

SCRABBLE INTERACTIVE	PARTY/PUZZLER
Dunces need not apply for this interesting take on the boardgame classic	
ISSUE 40	SCORE 7

SECOND SIGHT	STRATEGY/ADVENTURE
A decent blend of stealth and action fused with an interesting use of non-linear gameplay	
ISSUE 51	SCORE 7

SECRET WEAPONS OVER NORMANDY	SHOOT-'EM-UP
Take to the skies and relive some of WWII's most exciting air battles	
ISSUE 41	SCORE 8

SERIOUS SAM: THE NEXT ENCOUNTER	FIRST-PERSON SHOOTER
Frantic action with a great multiplayer mode	
ISSUE 47	SCORE 7

SEGA BASS FISHING DUEL	SPORTS
Never let it be said the PS2 doesn't cater to minority tastes...	
ISSUE 32	SCORE 6

SEVEN SAMURAI 20XX	STRATEGY/ADVENTURE
Impressive graphics and combat moves let down by long loading times	
ISSUE 47	SCORE 6

SHADOWMAN 2: SECOND COMING	STRATEGY/ADVENTURE
Poor design, dull environments and recycled ideas - worst adventure for a long time	
ISSUE 20	SCORE 5

SHADOW HEARTS	STRATEGY/ADVENTURE
Ignore the graphics, for an interesting and occasionally risqué approach to RPGs	
ISSUE 20	SCORE 8

SHADOW OF MEMORIES	STRATEGY/ADVENTURE
An absorbing and original PS2 game that should please all adventure lovers	
ISSUE 6	SCORE 8

SHADOW OF ZORRO	STRATEGY/ADVENTURE
Possibly the most poorly executed and dull adventure game ever to rear its ugly head	
ISSUE 19	SCORE 2

SHAUN PALMER'S PRO SNOWBOARDER	
It promised Tony Hawk's in the snow, but didn't make the grade. Good, but not great	
ISSUE 17	SCORE 7

SHELLSHOCK NAM'67	
Gritty combat title, with spot-on atmosphere, great missions and gruesome combat	
ISSUE 49	SCORE 8

SHINOBI	STRATEGY/ADVENTURE
3D update of an undisputed arcade classic which received mixed reactions...	
ISSUE 33	SCORE 7

SHOX	RACING
Think SEGA Rally, only with more tracks, more cars and a variety of rally new ideas!	
ISSUE 27	SCORE 8

SHREK 2	STRATEGY/ADVENTURE
A damn sight better than Super Party, but really one for the kids	
ISSUE 49	SCORE 7

SHREK SUPER PARTY	PARTY/PUZZLER
It's not super and it's not a party	
ISSUE 32	SCORE 3

Directory



Mike's
Top 5

Sports Titles

01

Winning Eleven Seven International

A minor update of PES 3, available only on import. WHY?

02

Pro Evolution Soccer 3

The best football game available in the UK. Roll on PES4!

03

Tiger Woods Golf

The perfect antidote to a stressful day in the office.

04

Fight Night

There is no better way to vent your aggression.

05

Def Jam Vendetta

Wrestling without the daft twats in spandex.

SILENT HILL 2	STRATEGY/ADVENTURE
The best story in any videogame is let down by some dull moments	
ISSUE 14	SCORE 8
SILENT HILL 3	STRATEGY/ADVENTURE
Intensely spooky survival-horror experience - play in the dark if you dare!	
ISSUE 34	SCORE 9
SILENT HILL 4: THE ROOM	STRATEGY/ADVENTURE
Deeply disturbing survival horror let down by clichéd gameplay	
ISSUE 52	SCORE 8
SILENT SCOPE	FIRST-PERSON SHOOTER
Dummy controls and short-lived play spoil an otherwise engaging arcade shooter	
ISSUE 2	SCORE 7
SILENT SCOPE 2: DARK SILHOUETTE	FIRST-PERSON SHOOTER
Not as good as the first one, but still playable enough for gun fans	
ISSUE 15	SCORE 7
SILPHED: THE LOST PLANET	SHOOT-EM-UP
Fun for a short while, but this never really leaves the launchpad	
ISSUE 4	SCORE 6
SIMPSONS HIT & RUN	STRATEGY/ADVENTURE
The only Simpsons game that won't have Matt Groening's head hanging in shame	
ISSUE 40	SCORE 8
SIMPSONS SKATEBOARDING	SPORTS
"Simpsons Self-Out", more like...	
ISSUE 31	SCORE 4
SINGSTAR	PARTY/PUZZLER
Licensed videos, two mics and EyeToy connectivity make this a winner!	
ISSUE 47	SCORE 8
SKY ODYSSEY	STRATEGY/ADVENTURE
A great game design that you will go back to again and again	
ISSUE 7	SCORE 8
SKY SURFER	SPORTS
Unplayable extreme game that is about as enjoyable as chewing broken glass	
ISSUE 1	SCORE 2
SLAM TENNIS	SPORTS
Competent tennis title with a few nice ideas	
ISSUE 24	SCORE 7
SLED STORM 2	RACING
Unpredictable one-player mode, but still entertaining snow-based racing	
ISSUE 20	SCORE 6
SLY COOPER AND THE THIEVIUS RACCOONUS	PLATFORMER
Corgieous looking platform adventure that is perhaps a little thin on gameplay	
ISSUE 30	SCORE 7
SMASH CARS	RACING
Race RC cars and make them perform tricks. A pleasant budget buy	
ISSUE 37	SCORE 6
SMASH COURT TENNIS PRO TOURNAMENT	SPORTS
Officially licensed tennis game with real players and a good selection of features	
ISSUE 22	SCORE 8
SMASH COURT TENNIS PRO TOURNAMENT 2	SPORTS
Plenty of fun in multiplayer but sadly let down by its Career mode	
ISSUE 48	SCORE 7
SMUGGLER'S RUN	RACING
Basic ideas lead to a highly addictive game with some environments that amaze	
ISSUE 2	SCORE 8
SMUGGLER'S RUN 2	RACING
It looks better than the original, aside from that little has changed.	
ISSUE 15	SCORE 6
SOCOM: US NAVY SEALS	STRATEGY/ADVENTURE
Squad-based strategic shooter with all-action Online mode	
ISSUE 34	SCORE 8
SOCOM II: US NAVY SEALS	STRATEGY/ADVENTURE
Sequel to the PS2's most popular online game	
ISSUE 45	SCORE 8
SONIC HEROES	PLATFORMER
A disappointing return for Sonic and chums who should've stayed in 2D	
ISSUE 44	SCORE 6
SOS: FINAL ESCAPE	STRATEGY/ADVENTURE
Res Evil without the zombies? Innovative adventure	
ISSUE 31	SCORE 9
SOUL CALIBUR II	BEAT-EM-UP
Superb Weapons Master mode and jaw-dropping graphics make this a must-have	
ISSUE 39	SCORE 10
SOUL REAVER 2	STRATEGY/ADVENTURE
Overblown and lacking real excitement - makes the same mistakes as the original	
ISSUE 16	SCORE 7
SPACE CHANNEL 5	PARTY/PUZZLER
Groovy dance game set in space and starring the lovy Utaia	
ISSUE 19	SCORE 8
SPAWN ARMAGEDDON	STRATEGY/ADVENTURE
Another comic hero bites the dust in this uninspired action title	
ISSUE 45	SCORE 5
SPEED KINGS	RACING
Think Burnout 2 on bikes and you've pretty much got the idea...	
ISSUE 36	SCORE 8
SPIDER-MAN 2	STRATEGY/ADVENTURE
If you fancy a GTA-style masked superhero romp, this is the best title around	
ISSUE 50	SCORE 9

SPIDER-MAN THE MOVIE	PLATFORMER
Essentially a deluxe conversion of the previous PSone Spidey games	
ISSUE 22	SCORE 7
SPLASHDOWN	RACING
A tough water racer from the makers of ATV delivers the thrills and the spills	
ISSUE 14	SCORE 8
SPLASHDOWN II: RIDES GONE WILD	SPORT
A new arcade spin for this sequel, with an impressive range of stunts and courses	
ISSUE 39	SCORE 8
SPLINTER CELL	STRATEGY/ADVENTURE
Stealth sequel with slightly tweaked difficulty level, but still awesome. Buy it	
ISSUE 49	SCORE 9
SPHINX AND THE CURSED MUMMY	STRATEGY/ADVENTURE
Shining and amusing Egyptian adventure that needs more save points	
ISSUE 44	SCORE 8
SPLINTER CELL	STRATEGY/ADVENTURE
Forget MGS2 - this is the stealth-'em-up you REALLY want to buy!	
ISSUE 33	SCORE 9
SPRYO: ENTER THE DRAGONFLY	PLATFORMER
Cutesy platformer that's been overtaken by the competition	
ISSUE 29	SCORE 6
SPYHUNTER	SHOOT-EM-UP
SpyHunter is an absolute thrill to play and a testament to the skill of Midway	
ISSUE 13	SCORE 9
SPYHUNTER 2	SHOOT-EM-UP
Doesn't live up to the legend but still playable	
ISSUE 44	SCORE 7
SSX	SPORTS
Snowboarding has never been so much fun	
ISSUE 2	SCORE 9
SSX3	SPORTS
A tad repetitive but has some quality tricks and courses	
ISSUE 41	SCORE 7
SSX TRICKY	SPORTS
More of the same frantic and original racing. If you loved the first one, you'll die for this	
ISSUE 16	SCORE 9
STAR TREK: SHATTERED UNIVERSE	SHOOT-EM-UP
Cheap, disappointing title that will only appeal to obsessed Trekkies	
ISSUE 48	SCORE 5
STAR TREK VOYAGER: ELITE FORCE	FIRST-PERSON SHOOTER
Dark Star Wars adventure that unfortunately doesn't add anything new to the genre	
ISSUE 29	SCORE 7
STAR WARS BATTLEFRONT	STRATEGY/ADVENT
So damn good, that Roy would marry it if it were a girl.	
ISSUE 52	SCORE 10
STAR WARS: CLONE WARS	SHOOT-EM-UP
Fairly dull game off the back of a disappointing movie	
ISSUE 31	SCORE 5
STAR WARS: RACER REVENGE	RACING
Good looking, fast paced and action-packed. Easy to complete - one strictly for the kids	
ISSUE 20	SCORE 7
STAR WARS: STARFIGHTER	SHOOT-EM-UP
Breathtaking spectacle with original story. Buy it now you will, yes! Heh heh!	
ISSUE 8	SCORE 9
STAR WARS: JEDI STARFIGHTER	SHOOT-EM-UP
A good game, but more an expansion to the original Starfighter than a game in itself	
ISSUE 21	SCORE 7
STAR WARS: SUPER BOMBAD RACING	RACING
All the right ingredients are here but the finished article is lacking any kick	
ISSUE 10	SCORE 4
STARSKY & HUTCH	RACING
Seventies cop show fun that combines driving and lightgun action	
ISSUE 36	SCORE 8
STATE OF EMERGENCY	BEAT-EM-UP
Relentless carnage, chaos and insane kill count, but can't match GTAIII for atmosphere	
ISSUE 20	SCORE 7
STEEL DRAGON	SHOOT-EM-UP
Frantic and addictive old-school arcade-style gameplay. Perfect for the retro gamers out there	
ISSUE 50	SCORE 9
STITCH: EXPERIMENT 626	PLATFORMER
Disappointing movie cash-in that fails to excite	
ISSUE 25	SCORE 5
STREET FIGHTER EX3	BEAT-EM-UP
An enjoyable yet formulaic fighter that should delight Street Fighter fans	
ISSUE 4	SCORE 6
STREET HOOPS	SPORTS
Very average basketball title which is let down by controls and annoying AI	
ISSUE 26	SCORE 6
STUNT GP	RACING
Team 17 marks its PS2 arrival with a good port of a poor Dreamcast game. Avoid	
ISSUE 16	SCORE 3
STUNTMAN	RACING
Slightly linear variation on Driver which is addictive and frustrating in equal measure!	
ISSUE 24	SCORE 7
SUB REBELLION	SHOOT-EM-UP
Somewhat languid shooter which makes a bit of a change and is surprisingly enjoyable	
ISSUE 28	SCORE 7
SUMMER HEAT BEACH VOLLEYBALL	SPORTS
The bouncing babes only go so far to rescue a middle-of-the-road volleyball game	
ISSUE 37	SCORE 6

SUMMONER	STRATEGY/ADVENTURE
A great, if technically flawed, game that offers originality and challenge	
ISSUE 4	SCORE 8
SUMMONER 2	STRATEGY/ADVENTURE
Involving swords 'n' sorcery affair with fairly average graphics	
ISSUE 28	SCORE 7
SUPER BUST-A-MOVE	PARTY/PUZZLER
The puzzle game with balls gets a superb makeover for PlayStation2	
ISSUE 3	SCORE 8
SUPERCAR STREET CHALLENGE	RACING
Average at best, boring at worst Activision proves it isn't flawless with a ropery racer	
ISSUE 16	SCORE 5
SUPERMAN: SHADOW OF APOKOLIPS	PLATFORMER
Superhero but slightly simplistic take on the cartoon version of the caped superhero	
ISSUE 28	SCORE 7
SWAT: GST	FIRST-PERSON SHOOTER
Beat global terrorism in this unique if repetitive FPS	
ISSUE 41	SCORE 7
SWING AWAY GOLF	SPORTS
A bright, wacky, colour-crazy interpretation of golf. Hole-some fun!	
ISSUE 3	SCORE 6
SX SUPERSTAR	RACING
'Extreme' sports game that keeps your interest due to an amusing Career mode	
ISSUE 37	SCORE 7
SYPHON FILTER: THE OMEGA STRAIN	STRATEGY/ADVENTURE
Good game let down by irritating controls and annoying camera	
ISSUE 49	SCORE 6
TAK AND THE POWER OF JUJU	PLATFORMER
Original and incredibly fun game with an adorable lead	
ISSUE 46	SCORE 8
TARZAN FREERIDE	PLATFORMER
An unofficial sequel to Disney's Tarzan, it's slick and playable but too young for many	
ISSUE 17	SCORE 7
TEENAGE MUTANT NINJA TURTLES	PLATFORMER
Cowabunga, dudes! The turtles are kicking butt and looking good	
ISSUE 46	SCORE 7
TEKKEN TAG TOURNAMENT	BEAT-EM-UP
This is more of a compilation than a sequel but it still packs a punch	
ISSUE 1	SCORE 8
TEKKEN 4	BEAT-EM-UP
Improves on previous instalments but doesn't offer anything we haven't seen before	
ISSUE 26	SCORE 8
TENCHU: WRATH OF HEAVEN	STRATEGY/ADVENTURE
Fantastic third instalment of this promising series	
ISSUE 32	SCORE 9
TERMINATOR: DAWN OF FATE	STRATEGY/ADVENTURE
A great movie licence does not a great game make - the rule is proved once again!	
ISSUE 28	SCORE 4
TERMINATOR 3: RISE OF THE MACHINES	STRATEGY/ADVENTURE
Arnie's back in this lacklustre licence	
ISSUE 42	SCORE 5
TERMINATOR 3: THE REDEMPTION	STRATEGY/ADVENTURE
Finally a Terminator game that's actually good fun to play!	
ISSUE 53	SCORE 7
TEST DRIVE OFF-ROAD: WIDE OPEN SPACE	RACING
Unrealistic, weak gameplay forces this into the bargain bin - where it should stay	
ISSUE 16	SCORE 6
TEST DRIVE OVERDRIVE	RACING
Obscenely average racing game that does absolutely nothing to advance the genre	
ISSUE 22	SCORE 5
TETRIS WORLDS	PARTY/PUZZLER
Well, it's Tetris. Need we say any more? Okay - new features and pretty backgrounds	
ISSUE 21	SCORE 7
THE GETAWAY	STRATEGY/ADVENTURE
Dark, violent action adventure that lets you drive round real London streets	
ISSUE 30	SCORE 9
THE GREAT ESCAPE	ACTION/ADVENTURE
It's not great, but you will want to escape from it...	
ISSUE 38	SCORE 5
THE HAUNTED MANSION	STRATEGY/ADVENTURE
A bewitching adventure for kids and adults alike	
ISSUE 45	SCORE 8
THE HOBBIT	ACTION/ADVENTURE
Enough already! Uninspired and tedious Tolkien cash-in	
ISSUE 42	SCORE 5
THE ITALIAN JOB: LA HEIST	RACING
Racing adventure based on the Hollywood 'reinvention' of the cult classic	
ISSUE 38	SCORE 5
THE SIMS	PARTY/PUZZLER
Play God with a bunch of little people... better than it sounds!	
ISSUE 30	SCORE 9
THE SIMS: BUSTIN' OUT	PARTY/PUZZLER
Escape the neighbourhood in this Sim-ple brilliant game!	
ISSUE 42	SCORE 10
THE SUFFERING	STRATEGY/ADVENTURE
Well worth a look for the action, monsters and dark storyline	
ISSUE 47	SCORE 8
THE THING	STRATEGY/ADVENTURE
Fairly original concept that manages to create a rather scary gameplay experience!	
ISSUE 26	SCORE 8



Luke's Top 5

Shoot-'Em-Ups

01

Rez

Stylish. Hypnotic. Addictive. Artistic. Perfect.

02

R-Type Final

The ultimate finale to the ultimate shooter series.

03

Contra: Shattered Soldier

Konami's classics are brought bang up to date.

04

Time Crisis 3

Namco's lightgun prowess never fails to amaze me.

05

Gun Griffon Blaze

Overlooked early title that still stands up today.

THEME PARK WORLD	PARTY/PUZZLER
An excellent title with some inspired gameplay offers a fun experience	
ISSUE 3	SCORE 8
THIS IS FOOTBALL 2002	SPORTS
If you've got FIFA and Pro Evolution Soccer then this is the next football game to get	
ISSUE 13	SCORE 7
THIS IS FOOTBALL 2003	SPORTS
Despite an innovative eight-player mode, the controls and speed let it down	
ISSUE 27	SCORE 6
THIS IS FOOTBALL 2004	SPORTS
Sony, just give up. Seriously. Nice online option though	
ISSUE 46	SCORE 5
THUNDERHAWK: OPERATION PHOENIX	SHOOT-'EM-UP
An old classic from the past gets a makeover. One for fans of the original	
ISSUE 14	SCORE 6
TIGER WOODS	SPORTS
You'll feel like you're actually there without all that tedious walking about!	
ISSUE 7	SCORE 8
TIGER WOODS PGA TOUR 2003	SPORTS
Great golf game with loads of courses, real players and game modes. A must buy!	
ISSUE 29	SCORE 9
TIGER WOODS PGA TOUR 2004	SPORT
Simply the best golf game... ever! Make sure this is in your collection!	
ISSUE 39	SCORE 10
TIGER WOODS PGA TOUR 2005	SPORTS
Challenging courses and the astounding GameFace II are just the tip of the iceberg in this excellent addition	
ISSUE 52	SCORE 9
TIME CRISIS 2	FIRST-PERSON SHOOTER
The best lightgun game ever gets better on the PS2. Buy it!	
ISSUE 14	SCORE 10
TIME CRISIS 3	FIRST-PERSON SHOOTER
Superb arcade action that doesn't get old with time	
ISSUE 40	SCORE 9
TIMESPLITTERS	FIRST-PERSON SHOOTER
An old-style first-person blaster with a whole heap of multiplayer goodness	
ISSUE 2	SCORE 8
TIMESPLITTERS 2	FIRST-PERSON SHOOTER
Superb time-travelling shooter that succeeds in rivaling the mighty GoldenEye	
ISSUE 26	SCORE 10
TOCA RACE DRIVER	RACING
Highly anticipated racer with some nice new ideas	
ISSUE 25	SCORE 8
TOCA RACE DRIVER 2	RACING
Massively entertaining racing simulator with plenty of variety and humour	
ISSUE 53	SCORE 8
TOKYO EXTREME RACER	RACING
Although limited this does have a certain charm and originality that warrants attention	
ISSUE 12	SCORE 6
TOM CLANCY'S GHOST RECON: JUNGLE STORM	STRATEGY/ADVENTURE
A poor man's SOCOM II, but still enjoyable	
ISSUE 45	SCORE 7
TOM CLANCY'S RAINBOW SIX 3	STRATEGY/ADVENTURE
A triumphant PS2 debut for the Rainbow Six crew	
ISSUE 45	SCORE 8
TONY HAWK'S PRO SKATER 3	SPORTS
The best skate game on any console. Activision proves it is master of the genre	
ISSUE 16	SCORE 9
TONY HAWK'S PRO SKATER 4	SPORTS
The ageing 'boarder returns once more to prove not all sequels are just bland cash-ins	
ISSUE 28	SCORE 9
TONY HAWK'S UNDERGROUND	SPORTS
The Hawkster returns with his most enjoyable and challenging game to date	
ISSUE 41	SCORE 10
TOP GEAR DARE DEVIL	RACING
A good game to pick up second-hand - this could have been a contender	
ISSUE 4	SCORE 7
TOTAL CLUB MANAGER 2004	SPORTS
Involving management sim that can be played in conjunction with FIFA 2004	
ISSUE 42	SCORE 7
TOTAL IMMERSION RACING	RACING
Tricky racing sim set apart by impressive racer AI	
ISSUE 29	SCORE 7
TOUR DE FRANCE: CENTENARY EDITION	SPORTS
An exciting prospect for cycle fans. Yawful tedium for everyone else	
ISSUE 37	SCORE 5
TRANSFORMERS	STRATEGY/ADVENTURE
No disguise can hide the fact that these robots rule	
ISSUE 46	SCORE 9
TREASURE PLANET	PLATFORMER
A mildly original platform adventure that gets let down by a dodgy camera system	
ISSUE 27	SCORE 6
TRUE CRIME: STREETS OF LA	STRATEGY/ADVENTURE
Like the people of LA, it's pretty on the outside but hollow on the inside	
ISSUE 41	SCORE 7
TUROK EVOLUTION	FIRST-PERSON SHOOTER
Turok the dinosaur hunter finally reaches the PS2... and everyone wonders: 'Why?'	
ISSUE 26	SCORE 6

TWISTED METAL BLACK	SHOOT-'EM-UP
Definitely worth a play or two and it does make an exceedingly good stress reliever	
ISSUE 13	SCORE 6
TY THE TASMANIAN TIGER	PLATFORMER
Cutesy platform adventure. Entertaining but nothing new	
ISSUE 29	SCORE 6
UEFA CHALLENGE	SPORTS
A footy game with all the elements, but which rarely produces the goods	
ISSUE 11	SCORE 6
UEFA CHAMPIONS LEAGUE 2001/2002	SPORTS
If you already own Pro Evolution Soccer this is the next best thing	
ISSUE 17	SCORE 8
UFC SUDDEN IMPACT	BEAT-'EM-UP
Extremely short fights and no match for Smackdown. Leave this one on the shelf	
ISSUE 49	SCORE 4
U-MOVE SUPERSPORTS	PARTY/PUZZLER
Konami's sporty first foray into the world of EyeToy hits the bulb-eye	
ISSUE 53	SCORE 8
UNLIMITED SAGA	STRATEGY/ADVENTURE
Very lengthy RPG adventure that rewards those who stick with it	
ISSUE 42	SCORE 7
UNREAL TOURNAMENT	FIRST-PERSON SHOOTER
A top PC shooter brought slap-bang up to date on the PlayStation2	
ISSUE 5	SCORE 8
V-RALLY 3	RACING
Gorgeous-looking rally title with an involving career mode and detailed cars	
ISSUE 21	SCORE 9
VAMPIRE NIGHT	FIRST-PERSON SHOOTER
Basic and formulaic lightgun game with no new ideas and very short lifespan	
ISSUE 20	SCORE 5
VAN Helsing	STRATEGY/ADVENTURE
Mindless and enjoyable combat with great atmosphere. A decent tie-in	
ISSUE 48	SCORE 7
VCL: MOTOR MAYHEM	RACING
Keep it away, mother! It hurts! One of the most mundane games on PS2	
ISSUE 16	SCORE 6
VICTORIOUS BOXERS	BEAT-'EM-UP
Anyone who loves beat-'em-ups should love Victorious Boxers	
ISSUE 12	SCORE 8
VIETCONG: PURPLE HAZE	FIRST-PERSON SHOOTER
Sadly lacking in the quality of the original PC shooter	
ISSUE 52	SCORE 6
VIEWTIFUL JOE	PLATFORMER
Viewtiful Joe's PS2 incursion is mind-blowing, firmly cementing it as one of the greatest platformers around	
ISSUE 53	SCORE 9
VIRTUA COP: ELITE EDITION	FIRST-PERSON SHOOTER
Two games in one - dated but a lightgun classic!	
ISSUE 29	SCORE 8
VIRTUA FIGHTER 4	BEAT-'EM-UP
Best beat-'em-up on the PS2 features fluid action and intuitive controls. A work of genius	
ISSUE 19	SCORE 9
VIRTUA TENNIS 2	SPORTS
The best tennis game on PS2 with amusing game modes and a host of options	
ISSUE 29	SCORE 9
WACKY RACES	RACING
Sadly, it doesn't seem to quite achieve the level of fun you might expect	
ISSUE 10	SCORE 6
WAKEBOARDING UNLEASHED	SPORTS
Think Tony Hawk's behind a speedboat - and almost as good!	
ISSUE 35	SCORE 8
WALLACE & GROMIT IN PROJECT ZOO	PLATFORM
A disappointing platformer that isn't up to Aardman's standards	
ISSUE 39	SCORE 6
WAR OF THE MONSTERS	BEAT-'EM-UP
3D variation on classic Rampage-style gameplay that suffers from lack of longevity	
ISSUE 33	SCORE 4
WARHAMMER 40,000: FIRE WARRIOR	FIRST-PERSON SHOOTER
Medal Of Honor meets Aliens meets Splinter Cell meets Doom - brilliant!	
ISSUE 38	SCORE 9
WARRIORS OF MIGHT & MAGIC	STRATEGY/ADVENTURE
Another 3DD franchise that's starting to become a little cumbersome	
ISSUE 8	SCORE 5
WAY OF THE SAMURAI	STRATEGY/ADVENTURE
Great combat and lots of freedom, marred by naff plot and annoying camera angles	
ISSUE 26	SCORE 7
WAY OF THE SAMURAI 2	STRATEGY/ADVENTURE
An interesting concept ideally suited to fans of the first	
ISSUE 48	SCORE 7
WDL: THUNDER TANKS	SHOOT-'EM-UP
A great stress reliever, this game is the perfect party piece for four-player fun	
ISSUE 5	SCORE 7
WEAKEST LINK, THE	PARTY/PUZZLER
One of the best quiz and party games on the PS2. Nice idea and loads of questions	
ISSUE 16	SCORE 8
WHIPLASH	PLATFORM
Hilariously funny and original but doesn't have a great deal of replay appeal	
ISSUE 43	SCORE 8

WHIRL TOUR	SPORTS
Tony Hawk's on a scooter anyone? Eh, no thanks	
ISSUE 34	SCORE 4
WHITEOUT	SPORT
Extreme sledge racing? We don't think so...	
ISSUE 41	SCORE 5
WRATH UNLEASHED	STRATEGY/ADVENTURE
Hotchpotch of strategy and beat-'em-up gaming that simply doesn't work	
ISSUE 44	SCORE 5
WHO WANTS TO BE A MILLIONAIRE?	PARTY/PUZZLER
The daddy of pub quizzes makes a welcome debut on the PS2	
ISSUE 17	SCORE 7
WILD ARMS 3	STRATEGY/ADVENTURE
Fairly average RPG set in the Wild West	
ISSUE 32	SCORE 7
WILD WILD RACING	RACING
Some solid gameplay that's let down only by an overly harsh learning curve	
ISSUE 2	SCORE 7
WINNING ELEVEN 5	SPORTS
Without doubt the ultimate football simulation	
ISSUE 9	SCORE 9
WINTER X GAMES SNOWBOARDING (ESPN)	SPORTS
Great snowboarding sim action for the fanatics who can't roam the slopes	
ISSUE 3	SCORE 8
WIPEOUT: FUSION	RACING
The Wipeout series reaches its peak? This is certainly the best game of the lot so far	
ISSUE 18	SCORE 9
WORLD CHAMPIONSHIP POOL 2004	SPORTS
Simply the best pool title available and a must-buy for any pool shark	
ISSUE 46	SCORE 8
WORLD CHAMPIONSHIP SNOOKER 2002	SPORTS
If you can't be bothered to visit the snooker hall then WCS fills the gap perfectly	
ISSUE 13	SCORE 7
WORLD CHAMPIONSHIP SNOOKER 2003	SPORTS
Ultra-realistic snooker title with a great Pool mode to boot!	
ISSUE 38	SCORE 9
WORLD CHAMPIONSHIP SNOOKER 2004	SPORTS
Snooker games just got even better! It's as good as playing the sport for real!	
ISSUE 49	SCORE 9
WORLD RALLY CHAMPIONSHIP	RACING
Sony delivers a polished and unique rally game with possibly the best handling to date	
ISSUE 16	SCORE 8
WORLD RALLY CHAMPIONSHIP 3	RACING
An authentic driving experience that challenges the likes of Colin McRae	
ISSUE 41	SCORE 8
WORLD WAR ZERO: IRONSTORM	FIRST-PERSON SHOOTER
Some nice weapons and ideas. A pretty decent entry into the genre	
ISSUE 47	SCORE 8
WORMS 3D	STRATEGY/ADVENTURE
Proof that 2D games should stay that way	
ISSUE 40	SCORE 5
WORMS BLAST	PARTY/PUZZLER
Capable enough puzzle game that lacks the frantic and witty chaos of previous titles	
ISSUE 20	SCORE 7
WRECKLESS: THE YAKUZA MISSIONS	RACING
Should've been Crazy Taxi with guns... but it's not!	
ISSUE 28	SCORE 4
WWE CRUSH HOUR	SHOOT-'EM-UP
Wrestlers... driving vehicles Twisted Metal-style - 'truff said	
ISSUE 36	SCORE 5
WWE SMACKDOWN! HERE COMES THE FAN	SPORTS
Wrestling master THQ shows you can improve on perfection	
ISSUE 41	SCORE 10
WWE SMACKDOWN! SHUT YOUR MOUTH	SPORTS
The latest in the wrestling series provides more than wrestling fans could ever hope for	
ISSUE 28	SCORE 9
WWE SMACKDOWN! JUST BRING IT	BEAT-'EM-UP
Sweaty men, small pants and stacks of moves. Little has changed from the PSone version	
ISSUE 15	SCORE 8
XIII	FIRST-PERSON SHOOTER
An exciting and original game with beautiful cel-shaded graphics	
ISSUE 40	SCORE 8
X-FILES: RESIST OR SERVE	STRATEGY/ADVENTURE
Good script, great atmosphere. A bit late but good fun nonetheless	
ISSUE 49	SCORE 7
X-MEN 2: WOLVERINE'S REVENGE	STRATEGY/ADVENTURE
Promising stealth adventure that's a little on the linear side	
ISSUE 34	SCORE 7
X SQUAD	SHOOT-'EM-UP
A fast, fun game full of action, but lacking any real depth or longevity	
ISSUE 3	SCORE 6
XGRA	RACING
A fast and furious racer that suffers from shallow gameplay	
ISSUE 40	SCORE 7
YU-GI-OH! DUELISTS OF THE ROSES	STRATEGY/ADVENTURE
Doesn't do the original card game justice. Too confusing for non Yu-Gi-Oh! aficionados	
ISSUE 40	SCORE 6

PS2 Gear

Want to spend your money on something other than PS2 games? Here are some suggestions...

Books

Want To Write Comics?

Then this is the book for you!

Back in 1999 author Mark Salisbury brought us an awesome, in-depth look at writing for the comic book industry with his book *Writers On Comics Scriptwriting*, which featured a mountain of outstanding interviews with industry legends, Garth Ennis (*Preacher*), Neil Gaiman (*Sandman*), Grant Morrison (*Justice League*) and Frank Miller (*Sin City*). Five years on and 17 new writers later, Titan Books and fresh scribes Tom Root and Andrew Kardon bring you this intriguing follow-up.

Incorporating interviews with the likes of Kevin Smith (*Daredevil*), Brian Azzarello (*100 Bullets*), Mike Mignola (*Hellboy*) and Paul Dini (*Batman Adventures*) this second instalment offers up the secrets of the profession to any aspiring comic scribe or comic book fan alike.

Acting as both a how-to guide as well as serving as an overview of some of the most important people in the business today, *Writers On Comics Scriptwriting 2* accompanies each candid interview with numerous illustrations, sample script pages and rough design sketches, effectively tracing the creative path from start to finish. If you have ever harboured even the slightest interest in comics then this is undeniably a fascinating read from start to finish. It's a rare insight into how these master craftsmen start from scratch with just a fragment of an idea and mould it into a best selling title with surgical precision. The book is on shelves now and available for just £14.99.

WRITERS ON COMICS SCRIPTWRITING 2

TOM ROOT & ANDREW KARDON

PAUL DINI JILL THOMPSON
BRIAN AZZARELLO
BRIAN K VAUGHAN
MIKE CAREY
ED BRUBAKER
MIKE MIGNOLA GREG RUCKA
KEVIN SMITH
BRUCE JONES
BRIAN MICHAEL BENDIS
ANDY DIGGLE
PETE MILLIGAN
BILL WILLINGHAM
GEOFF JOHNS
MARK MILLAR

TITAN BOOKS

Spaced Out

DVD

The finest British comedy in years?

Yes, Yes and Yes again! Before Simon Pegg and Edgar Wright exploded into the mainstream movie world with their hilarious romzomcom *Shaun Of The Dead*, the duo started out on the now classic television series, *Spaced*. Rammed full of pop culture references to *The Shining*, *Close Encounters Of The Third Kind*, *Fight Club*, *Robocop*, *The Sixth Sense* and of course, *Star Wars*, *Spaced* is one of the freshest, most innovative series audiences have been privy to in years. This superb three-disc boxset

encompasses the show in its entirety and features loads of bonus material including a behind-the-scenes documentary filmed especially for this DVD package. Also included on each of the discs are music promos and cast and crew interviews with Pegg, co-stars Jessica Stevenson, Nick Frost and the brilliant Bill Bailey, who plays the scene-stealing comic shop owner. This outstanding collection will set you back just £24.99 and is guaranteed to have you wetting yourself every minute of every episode. Welcome to the best of British!



Music

Bust A Groove...

...with masters of funk, Deep Dish and Armand Van Helden

It's that time of the year again when the obligatory wave of compilation albums start hitting shelves just in time for the Christmas shopping rush. This month we've managed to get our hands on one of the better albums of the bunch, *Now Dance 2005*, which is on sale right now for just £14.99. The album features all your favourite supercharged dance floor smash hits like Deep Dish's *Flashdance*, Armand Van Helden's *MyMyMy* and Shapeshifters' *Lola's Theme*.

This red-hot floor filler also houses superb dance remixes of track by artists like Robbie Williams, Kelis and Jay Sean. Album highlights would have to be Basement Jaxx's remix of the bass-heavy *She Wants To Move* by NERD and DJ Tiesto's *Just Be* featuring Kirsty Hawkshaw. Jam-packed with over 40 tracks

Now Dance 2005 is sure to get you in the mood for a night out on the town with your mates and if you're looking for that ideal stocking filler this year, then look no further, because you've found it.

NOW

42 BRAND NEW DANCE HITS

DANCE

DVD

Books, Wine, Conversation And Limitless Stupidity

Attack of the Bill Bailey monster.

Yet another example of British comedy at its best, *Black Books* centres around the foul-tempered, wildly eccentric Bernard Black played by the brilliant Dylan Moran from *Shaun Of The Dead*. Bernard's devotion to the pleasures of boozing and wilful antagonism enriches both his own life and the life of his assistant, Manny, played by none other than comic genius Bill Bailey. Manny happens to be everything that Bernard isn't - bearded, gentle, sweet and good, - and is consistently punished by the bookstore owner just for the crime of existing. This cracking boxset includes all three series as well as featuring outtakes, deleted scenes, photo galleries and cast commentary. Originally aired on Channel 4, *Black Books* may not be as rib-ticklingly funny as Simon Pegg's *Spaced* but it stands tall alongside it on the mantle of Brit comedy. This complete series is available now for just £39.99. See it just for Bill Bailey's cracking performance, if for no other reason.

THE COMPLETE
Black Books

Series 1, 2 & 3



Roy's Toys

Size Matters...

...when it comes to knives

Last month we featured Gerber's very cool Nautilus knife, which was absolutely jam-packed with so many multi-functional tools, we lost track of them while we were playing around with it. This month we're covering a slightly less pricey gadget from the legendary blade masters - the Gerber Solstice. Small, perfectly formed and the ideal size for your key chain, this mini-tool measures a mere 6cm when closed. Packed into this palm-sized apparatus are five essential tools, all in useable sizes and constructed from nothing but heavy-duty stainless steel. Twist open the Solstice handles and watch it morph into a pair of sturdy spring-loaded Fiskars® scissors. The scissor handles are also engineered to double up as cross and flathead screwdrivers. And with clever bottle and can opener tools that slide out smoothly from the inside of each handle, the Solstice is a seriously useful piece of kit to have on you in the event of a DIY emergency. It's in stores now and available for the bargain price of just £14.99.



Snacks

Ringos!

Old-school corn snacks make a welcome return...

There was a time when all crisps were fairly dull - a time, in fact, when they were basically just 'crisped' slices of potato in not very many flavours. But then corn snacks came on the scene. Although not 'crisps' per se (they weren't made of potato for one thing) they were, nevertheless, part of the 'savoury snacks family' and thus embraced with open arms by the millions of crisp-lovers looking for a new experience. And one of the best of those was 'Ringos', a cheese 'n' onion-flavoured offering that was an instant hit with schoolkids (or at least, all the kids at Roy's school - he won't shut up about them!) but sadly eventually vanished into obscurity, presumably pushed aside by newer, hipper snacks like 'Pringles' and 'McCoys'. Now though, many years on, Ringos are back! At a special introductory price of

20 pence, and in three different flavours (as rated by Roy: cheese 'n' onion - "Rocks!" salt 'n' vinegar - "Impressive!" and pickled onion - "Er... did I mention that cheese 'n' onion rocks?") these snacks are ideal for sustaining you during those long gaming sessions. Pick up a pack (or two) today!



MINI PowerStation

Stuck on that game that you've shelled-out all your hard-earned cash for? Then the only place you need to come is here, where we've got all the help you could ever want!

Solutions

Stuck on a title? Then check out our guides section for essential hints and tips!

114

FIFA Football 2005

If you just can't keep your eye on the ball, why not turn to page 114 and check out our fabulous guide to this year's title.

118

Rocky: Legends

Haven't got what it takes to grab the title? Box like a little girl? Then maybe some of our handy tips will help you to improve your pugilistic prowess...

Terminator 3: The Redemption

■ Fancy yourself as a bit of an Arnold Schwarzenegger but haven't got the muscle to back it up? Just use these codes and you'll be terminating in no time. Select 'Credits' at the main menu and enter the codes while they're rolling.

All levels unlocked

Hold $\odot$ + R2 + A

Invincibility

Hold $\odot$ + R1 + R2

All upgrades

Hold $\odot$, A , L1



X-Men Legends

■ Want to make your X-Men look X-tra special? Then P2 can help. Enter the following code at the main menu then when you have a team comprising of more than one member head for an Xtraction point. Pick the 'Change Team' option then use 'Skin' to change your outfit.

Unlock Extreme Gear:

$\uparrow$ x2, $\rightarrow$, $\leftarrow$, $\downarrow$ x2, Start



Conflict: Vietnam

■ If you've got a case of jungle fever or Charlie has got you on the run, don't panic, just enter this code to unlock the cheats menu within the options.

Cheat Menu

L1 , R1 , L1 , R1 , $\odot$, A , $\odot$, A , $\odot$, $\odot$



PLAYSTATION2 HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

P2 LIVE CHEATS HOTLINE!

0906 9060376

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602.

Tony Hawk's Underground 2

■ It's time to get truly streetwise as we reveal all about *THUG 2* unlockables

UNLOCKABLES

Complete story mode on normal to unlock the following items:

Skaters:

The Hand
Paulie 'Wheels of Fury' Ryan
Alien Doctor
Boat Captain
Lost Soul 1

Movies:

World Destruction Tour

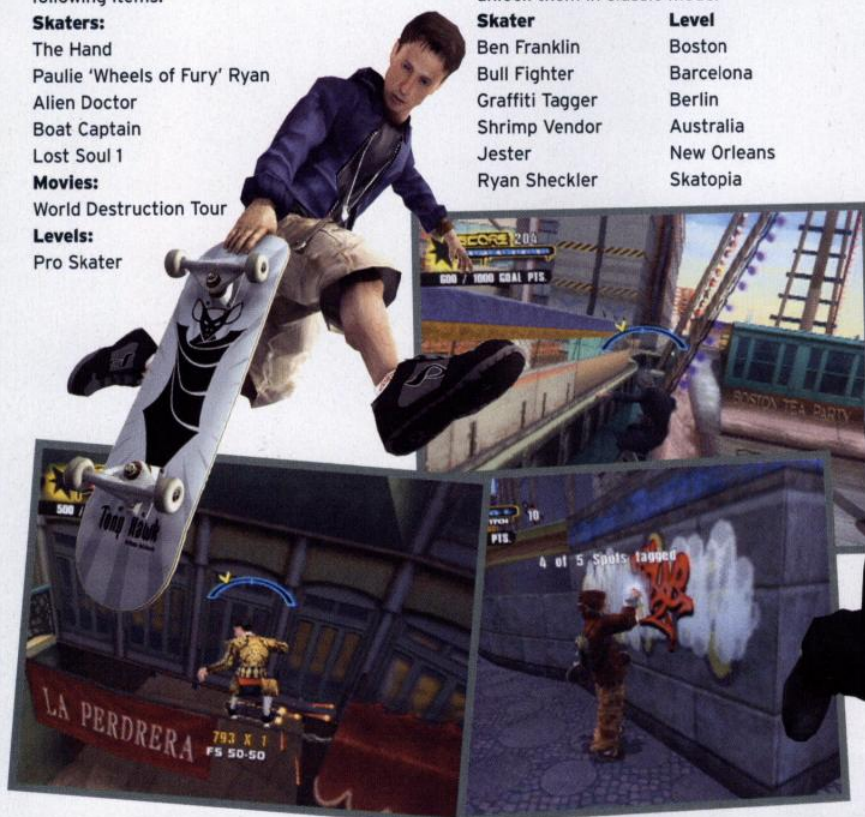
Levels:

Pro Skater

HIDDEN SKATERS

Find the following skaters in story mode, to unlock them in classic mode.

Skater	Level
Ben Franklin	Boston
Bull Fighter	Barcelona
Graffiti Tagger	Berlin
Shrimp Vendor	Australia
Jester	New Orleans
Ryan Sheckler	Skatopia



Vietcong: Purple Haze

■ Listen up soldier! If you find yourself up against overwhelming odds and your squad simply can't help you out, then you can always count on Private P2 to send in the support and offer you a couple of sneaky ways out of trouble...

OPEN ALL MISSIONS AND WEAPONS

Highlight the 'Credits' option in the main menu, then press the following sequence of buttons: **LB + RB + X + O**

GOD MODE

During any mission, press **LB + RB x 2**. If entered successfully, the health bar will turn blue and the enemy's bullets can no longer hurt you.

Tiger Woods PGA Tour 2005

■ If you're running out of opponents to destroy on the green then why not give these guys a try? Enter these codes in the passwords menu to unlock extra golfers

Unlock all golfers and courses

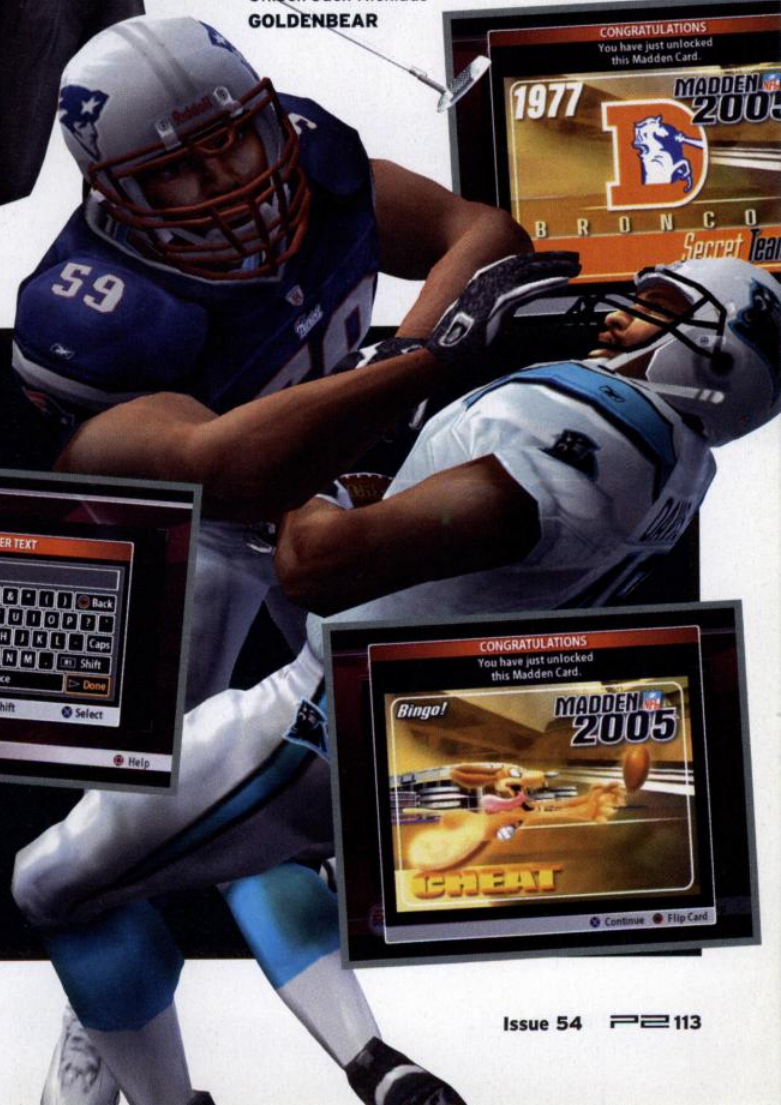
THEGIANTOYSTER

Unlock Arnold Palmer

THEKING

Unlock Jack Nicklaus

GOLDENBEAR



Madden NFL 2005

■ Fed up with being the water boy? Well, we're here to help and have touched down with these great cheats. To enter these case-sensitive codes go to 'My Madden', then to 'Madden Cards' and finally 'Madden Codes'.

CHEAT CARDS

Z28X8K 3rd Down Card
P66C4L 5th Down Card
J33I8F Bingo! Card
B6IA8M Da Bomb Card
I76X3T Da Boot Card
M89S8G Extra Credit Card
V65J8P First and Fifteen Card
O72E9B First and Five Card
R14B8Z Fumblitis Card
L96J7P Human Plow Card
D57R5S Lame Duck Card
X78P9Z Mistake Free Card
Y59R8R Mr. Mobility Card
D59K3Y Super Dive Card
V34L6D Tight Fit Card
L48GIE Unforced Errors Card

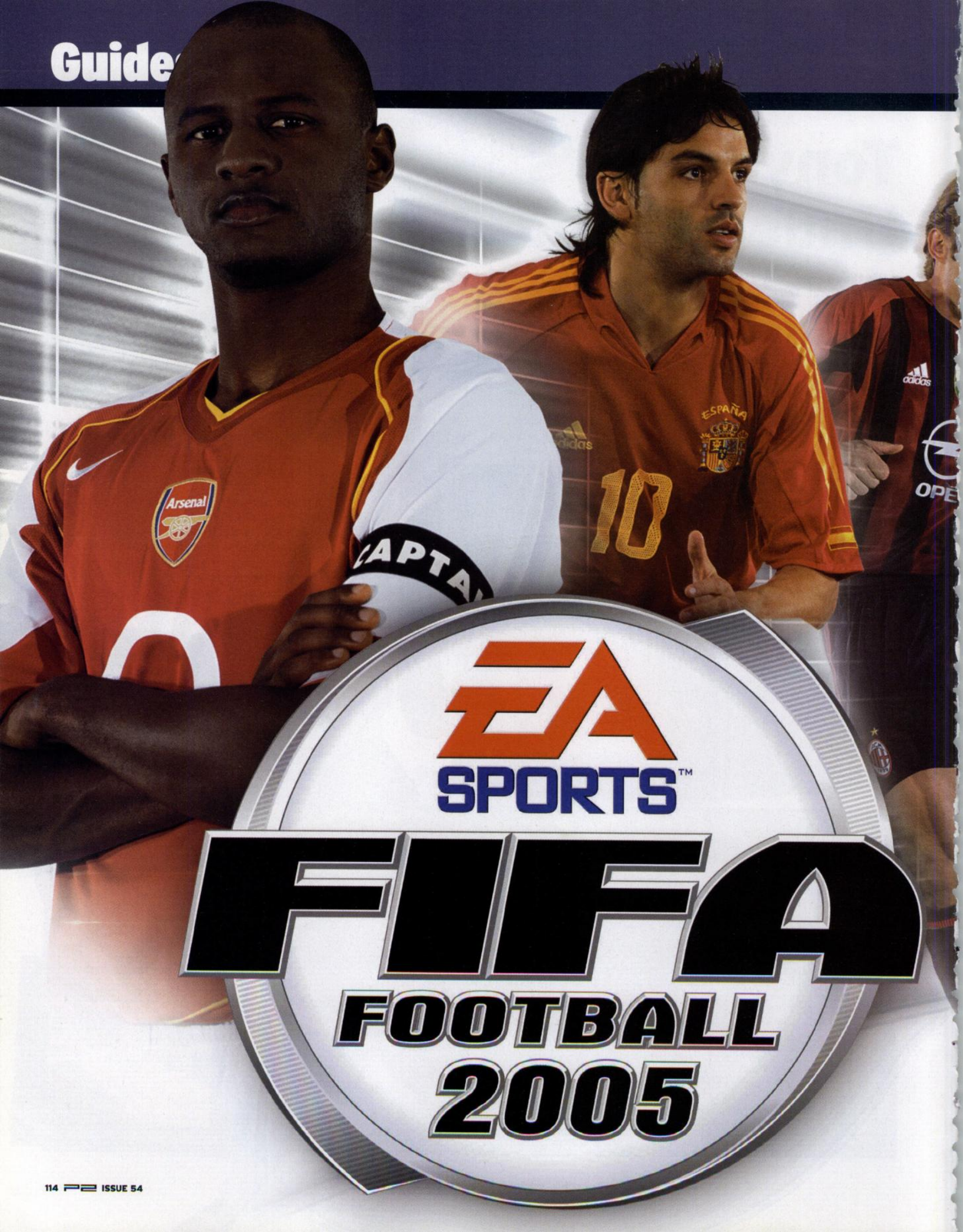
SECRET TEAM CARDS

P74X8J '58 Colts
G49P7W '66 Packers
C24W2A '68 Jets
G12NII '70 Browns
R79W6W '72 Dolphins
R12D9B '74 Steelers
P96Q8M '76 Raiders
O18T2A '77 Broncos
G97U5X '78 Dolphins
K71K4E '80 Raiders
Y27N9A '81 Chargers
F56D6V '82 Redskins
D23T8S '83 Raiders
X23Z8H '84 Dolphins
F92M8M '85 Bears
K44F2Y '86 Giants



F77R8H '88 49ers
G95F2Q '90 Eagles
I89F4I '91 Lions
I44A1O '92 Cowboys
Y66K3O '93 Bills







GENERAL HINTS AND TIPS

FANCY YOURSELF AS A LEAGUE CHAMPION? THEN YOU'LL NEED TO GET YOUR HEAD AROUND A FEW OF THE BASICS - WITH OUR HELP, OF COURSE!

PLAY DIRTY

The biggest dilemma facing the FIFA professional is just how much you can get away with, before the referee sends you off for an early shower? While in the real game, you'd be more likely to stick to the conservative tackles (unless you're Vinnie Jones, of course...) in the world of FIFA sometimes the sliding tackle is the only way to go. Basically it boils down to how much pressure you're under.

Normally, the opposition will play fair so you're okay with the pressing tactic, but once they're off and running, your best bet is to risk the yellow card and slam in hard with a sliding tackle. Half a dozen players on yellow cards is better than a scoreline deficit, no? Be careful not to overdo it and get anyone actually sent off though.



■ It is better to concede a free kick at a safe distance than risk conceding a goal.



■ Hang your head in shame young man, you've just conceded a free kick...

REFFING HELL

When it comes to winning decisions, merely reverse the advice we just gave - the other team are more likely to see red if you put them in a dangerous position; if you go belting off up the pitch then they might be drawn into making a stupid mistake, which leads to a free kick and you can send in Beckham (or his equivalent) to deliver the goal-scoring effort.



■ Running at defenders increases the chances of them giving away free kicks in dangerous positions.

WINNING PENALTIES

Always put the opposition in a position where they have no choice but to tackle you. If you're in the box and you haven't quite got the correct angle, then turn back on yourself and make it impossible for them to resist taking you down. Nine times out of ten this will result in a deviously earned penalty. If you're in an attacking position and they have a clear run at goal, then put your scruples behind you and take them down by any means necessary. Unlike the hard tackles outside the box, this WILL earn your player an early shower, but again, there's a chance he'll miss the penalty, which is better than giving them the satisfaction of scoring a decent goal...



■ Sliding in the box is a risky business.



■ Cut in front of defenders with the ball.

BE HONEST ABOUT IT

When choosing teams, try not to be too patriotic - what we mean by this is that if you are new to FIFA, you don't want to start out playing as the national Welsh team against the might of Brazil as you'll soon find yourself overpowered. Try playing as Brazil, Argentina or Italy until you've learnt the ropes and once you've got more confidence you can start playing as the teams

you really support. There's nothing worse than buying a game and constantly losing and this way you can build up your FIFA skills without losing interest. The usual suspects are the best sides to play as - Brazil, France, Italy and Argentina are all well worth practising with to hone your skills, and even England aren't bad, thanks to the likes of Beckham, Gerrard and Owen.



■ Brazil are one of the best sides in the game, so get practising with them!

WHAT'S THE SCORE?

THERE ARE MANY WAYS TO SUCCEED IN FIFA 2005. MASTER THESE MOVES TO MAKE GOAL SCORING EASIER - REMEMBER NONE OF THESE ARE PERFECT AND SOME OF THE GOALIES ARE FRUSTRATINGLY GOOD!

THE CROSS

Sending in the cross is usually a decent tactic if you want to take the opposition by surprise. Sprint down the wing and then as you get near to the goal area, hit the cross into the players waiting in the box. The earlier you can send the ball in the better, as then the opposition do not have a chance to regroup and work out what's coming. Don't leave the cross too late either, or you might run the risk of the ball falling straight into the hands of the waiting goalie. The higher the cross, the less accurate it is likely to be but it does give your strikers in the middle more chance to react to where the ball will fall and get in front of their markers to plant a header past the keeper.



■ This cross has been delivered too late, allowing the defence to get back.



■ Whipping the ball in from here will cause the defence some trouble.



■ Beat the full back and get the cross over as quickly as you can!



■ Time it right and you'll be bulleting a header past the hapless keeper.

THE THROUGH BALL

Teams near the top of the table are less likely to let you get away with this and will quickly close you down. But if you do sneak the ball through with the **△** button then you should find yourself in front of everyone else, with only the goal keeper left to outfox. Try to shoot early though, as the defenders will no doubt be racing back to cover.



■ From a deep position, move forwards while constantly looking for a striker making a run.



■ When the chance presents itself, use the **△** button to slide a pass through!

THE CORNER

The first trick here is in making sure that your players are in the correct positions in the box. Once the players start getting aggravated in there, it is advisable to wait a few seconds until you can see your man clearly and then curl the ball in towards him. As with the crossed ball, the angle needs to send the ball outwards so as not to give

the goalie the chance to grab it. Ideally, your striker will be running into the optimum space just as the ball comes in, meaning he has momentum and should get extra speed on the ball to nail it into the net. This technique does require a bit of practice to get it perfect, but once you have it spot on, it will bring plenty of reward!



■ Corners are a good way to score goals!

FREE KICK BELTERS

Remember here, that not only can the wall be seen as an obstacle, but you can also use it to your advantage. What do we mean? Well, sometimes you'll find that the wall is positioned perfectly and so you have little chance of curving the ball around it into the goal. In this case, belt the ball as hard as possible at the line-up of unfortunate individuals who have put their bodies between you and the goal. If you've got the right momentum, it should fly off giving you a craftily earned corner. If you do have a chance at the direct shot, it's best to aim at the top corner of the net and curl the ball past the keeper. This isn't quite the guaranteed success that earlier FIFA games have given free kick-takers, but it does still represent an excellent goalscoring opportunity.



■ Prepare to take it in the face, my friend.



■ This badly-positioned wall is asking for it.



■ Wait until your players are in position.

FORMATION ADVICE

FOOTBALL IS ALL ABOUT OPINIONS, AND THERE'S NO ONE PERFECT FORMATION TO USE. IT ALL DEPENDS ON YOUR OWN STYLE, BUT THREE OF THE MOST EFFECTIVE ARE AS FOLLOWS...

5-4-1

The more careful and defensive player should opt for the 5-4-1, which means that while you might not be firing into the opponent's net that often, you should be able to keep their attackers at bay when they begin to move forward. You'll need a strong centre-forward capable of holding up the ball while the midfield join the attack. 5-4-1 does not produce the most exciting football but is useful when you're after that all-important draw...



■ When playing the 5-4-1 formation, it is important that your midfield is quick to join the attack.

4-3-3

More of an attacking option, with the 4-3-3 you need to ensure that you have at least one star striker who can be permanently worrying the defence and positioning himself into the box ready for that all-important cross from his teammates. The midfielders here can do just that – stay in midfield, as there should be plenty of support for your star striker from the other forwards, who will be hugging the touchlines and creating space.



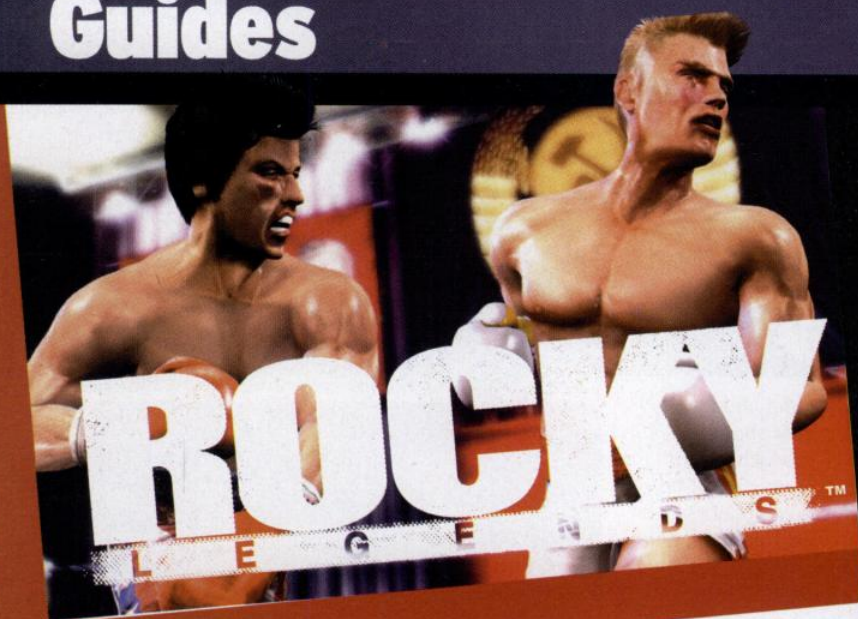
■ A 4-3-3 line-up will create plenty of chances, as the wide forwards will stretch the opponents back line.

4-4-2

This is a more well-balanced approach with a solid midfield to hopefully stop any charges by the opposition. Most teams in the modern game use 4-4-2, or a variation of it, and with good reason. Here, in order to give support to the strikers, the midfield players might also need to be faster, so they can burst forward on the break and thread the ball through for possible goal opportunities. It makes sense to have one of the central midfielders sit a little deeper to cover the defence.



■ Most teams use a 4-4-2 formation as it offers good cover defensively while still providing a platform to attack from.



FIGHTING TACTICS

RACK UP THE POINTS

In *Rocky: Legends*, points are accrued by the player that lands the most punches in a round – simple as that. As such, don't be afraid to land a quick succession of jabs on your opponent's chin then back away. Even if you get caught with a few big punches, you'll still win the round on points by virtue of having landed the most punches. However, if you are using this particular tactic then you **MUST** avoid getting knocked down; this will result in your opponent winning the round regardless of how many punches he has thrown.

GO FOR BROKE

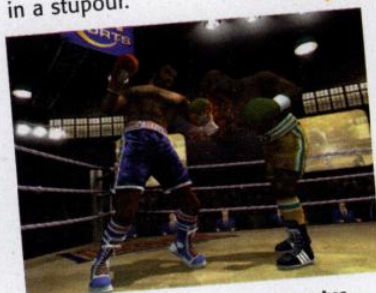
Once you've spent a little time building up your strength, your punching power will be pretty damned impressive. If this is the case, it's worth looking to land the big haymaker punches as just two or three of these will be enough to put your opponent on the canvas. The drawback to this approach is that it leaves you open to a counter-punch that could easily put YOU down, so you must be sure that your big punches will land!

RAPID PUNCHING

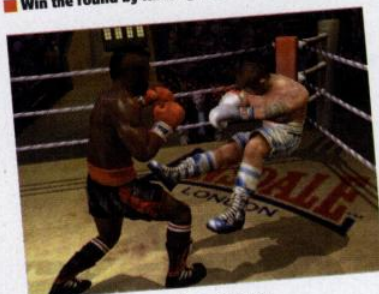
Another good technique is to use a succession of rapid jabs to the head to leave your opponent dizzy, then launch a big punch while he's defenceless. If you are quick enough, he will be unable to recover from each jab in time to block the next, which means you can land plenty of solid punches that will bring his health bar down

quite considerably. When the stars appear around his head, launch one of your big punches to cause some serious damage! If you get this right, it is perfectly possible to send a previously fit and well fighter plummeting towards the canvas in a stupor.

Listen up, ya dumb hunk of muscle. Ya wanna win da title? Well you're gonna have to work with me, the greatest trainer of all time. Dat's show ya how it's done...

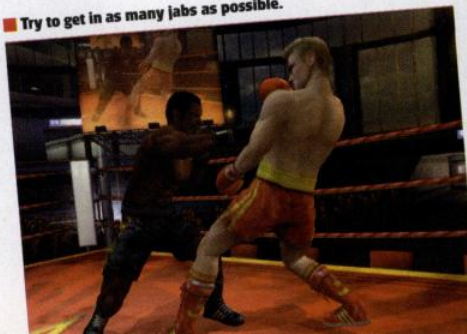


■ Win the round by landing the most punches.



■ A big hit can still take you down.

■ Try to get in as many jabs as possible.



CAREER PROGRESSION

NOVICE

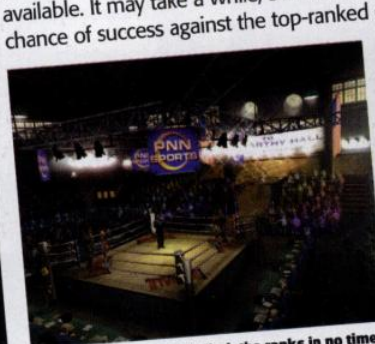
When fighting as a novice, there's nothing to stop you taking the highest-ranked available opponent every time. Spend all your training time on developing your strength and don't worry about the other attributes until your strength is maxed out. Once you have 100 per cent for strength, concentrate on speed as this will help you land those big punches even quicker, minimising the risk of a counter-attack. Keep taking the highest-ranked opponent available and you should storm through the ranks, with the minimum of fuss.

CONTENDER

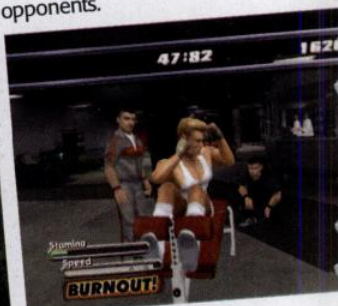
When fighting as a contender, look to take the middle-ranked opponent (if you have three options) or the opponent for whom you have the longest to train (if there are only two options). This will enable you to improve your skills as you go through the ranks at a speed correlating to the increased standard of your opponents. Again, look to max out your strength quickly, but once you have reached 100 per cent here, split your training time equally between speed and stamina. The odds are your fights will last longer as you rise through the ranks and the extra stamina will ensure you still have plenty of power heading into the latter rounds.

CHAMP

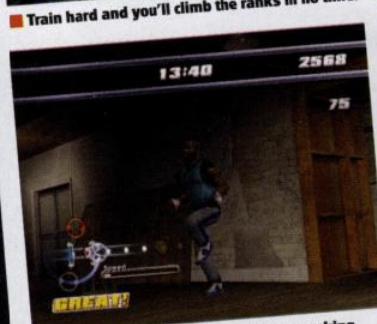
This is tough. Rather than concentrating purely on strength, split your training so that for every two strength sessions you do, you undertake one determination session as well. When your strength is maxed out, replace it with speed training and then stamina training should become your focus. You'll need to work your way up in all areas if you are to beat the top boxers in this division, so make sure that you always take the lowest ranked opponent available. It may take a while, but will ensure you stand a better chance of success against the top-ranked opponents.



■ Train hard and you'll climb the ranks in no time.



■ It's important to build up your strength first.



■ As your skills improve, so will your ranking.



■ Once you have max strength, work on other areas.



■ The harder you train, the better you'll get.

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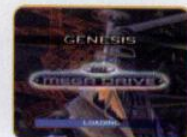
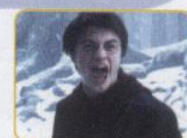
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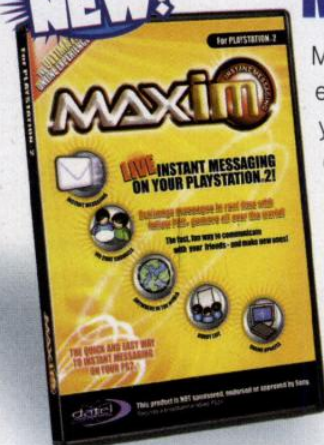
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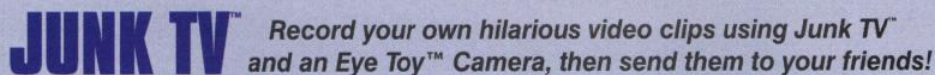
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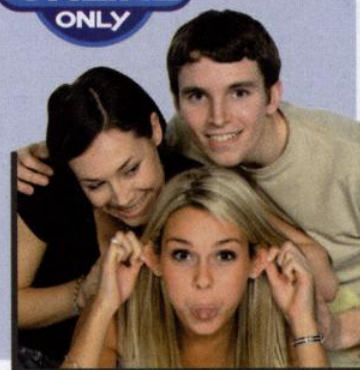
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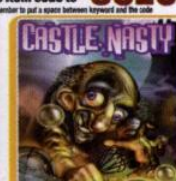
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Nokia 3110, 3200, 3200i, 3250, 3250i, 3260, 3260i, 3270, 3270i, 3280, 3280i, 3290, 3290i, 3300, 3300i, 3310, 3310i, 3320, 3320i, 3330, 3330i, 3340, 3340i, 3350, 3350i, 3360, 3360i, 3370, 3370i, 3380, 3380i, 3390, 3390i, 3400, 3400i, 3410, 3410i, 3420, 3420i, 3430, 3430i, 3440, 3440i, 3450, 3450i, 3460, 3460i, 3470, 3470i, 3480, 3480i, 3490, 3490i, 3500, 3500i, 3510, 3510i, 3520, 3520i, 3530, 3530i, 3540, 3540i, 3550, 3550i, 3560, 3560i, 3570, 3570i, 3580, 3580i, 3590, 3590i, 3600, 3600i, 3610, 3610i, 3620, 3620i, 3630, 3630i, 3640, 3640i, 3650, 3650i, 3660, 3660i, 3670, 3670i, 3680, 3680i, 3690, 3690i, 3700, 3700i, 3710, 3710i, 3720, 3720i, 3730, 3730i, 3740, 3740i, 3750, 3750i, 3760, 3760i, 3770, 3770i, 3780, 3780i, 3790, 3790i, 3800, 3800i, 3810, 3810i, 3820, 3820i, 3830, 3830i, 3840, 3840i, 3850, 3850i, 3860, 3860i, 3870, 3870i, 3880, 3880i, 3890, 3890i, 3900, 3900i, 3910, 3910i, 3920, 3920i, 3930, 3930i, 3940, 3940i, 3950, 3950i, 3960, 3960i, 3970, 3970i, 3980, 3980i, 3990, 3990i, 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LOGOS

7253 	6429 Shout 800 to the phone to unlock it	3479 No Fear	3713 Doma
7729 81 missed calls	3461 	5079 Little Mia Naughty	7259 ENGLAND
6325 Nasty Tort	7316 Wild Child	2528 	5109
3989 RIZLA	3466 	3712 	3472 JUST BOY

COLOUR BACKGROUNDS

10205 	10720 	10741 	10778 PARENTAL ADVISORY KEEP OUT
10716 	10719 	10795 What ever	10752 F@?*
10277 	9816 	10796 	10763 JACK DANIELS WHISKY
9363 	9435 	10791 	10766 KILL BILL
10234 	10715 	10790 	10757
10237 	9457 LITTLE MISS NAUGHTY	10779 	10781
9850 	9776 	9313 	10724

MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES -
mono code first, polyphonic code second

	MONO	POLY		MONO	POLY		MONO	POLY
2Pac - Changes	5156	9240	Dizzee Rascal - Stand Up Tall	10585	10567	Metallica - Nothing Else	5142	9651
3 Days Grace - Just Like You	10855	10810	DJ Casper - Cha Cha Slide	9880	9881	Motorhead - Ace Of Spades	6332	9687
3 Of A Kind - Baby Cakes	10538	10526	DJ Casper - Oops Upside	10849	10816	Mousse T - Is It Cos	10584	10556
411 - Dumb	10581	10552	DJ Sammy - Heaven	7137	8366	Muse - Butterflies	10705	10691
5 6 7 8's - Woo Hoo	10388	10372	DMX - X Gon' Give It To Ya	8593	8659	Narcotic Thrust - I Like It	10011	10001
50 Cent - In Da Club	8133	8300	Donny Osmond - Breeze On By	10702	10690	Natasha - These Words	10571	10568
50 Cent - P**P	9078	9386	Dr. Dre - Forget About Dre	1179	9043	Nelly - Dilemma	7952	7951
50 Cent & G Unit - If I Can't	9836	9823	Duran Duran - Reach Up	10841	10821	Nelly - My Place	10625	10614
ACDC - Whole Lotta Rosie	9336	9572	Eamon - Don't Want You Back	10029	10022	Nina Sky - Move Ya Body	10385	10392
Alcazar - This Is The	10706	10698	Eamon Ft - Love Them	10851	10813	Ordinary Boys - Seaside	10710	10696
Anastacia - Left Outside	9970	9958	Eminem - Lose Yourself	8137	8101	Outkast - Hey Ya	9503	9515
Angel City - Do You Know	10843	10804	Eminem - Superman	9642	9621	Outkast - Roses	10346	10341
Annie - Chewing Gum	10686	10670	Eminem - Without Me	6604	6926	O-Zone - Dragostea Din Tei	10309	10286
Armand Van Helden - My My My	10632	10613	Eric Prydz - Call On Me	10679	10669	Paul McCartney - Tropic	10708	10699
Ashlee Simpson - Pieces Of Me	10831	10818	Estelle - Free	10848	10807	Paul McCartney - We All Stand	10712	10700
Avril Lavigne - My Happy	10493	10488	Europe - Final Countdown	5353	9567	Peter Andre - Mysterious Girl	9831	9825
Beenie Man Ft Ms Thing - Dude	9883	9863	Evanescence - Bring Me To	8605	8774	Pink Floyd - Another Brick	1311	8471
Beyonce - Crazy In Love	8765	8646	Fatboy Slim - Slash Dot Dash	10704	10697	Queen - Bohemian Rhapsody	1315	8475
Beyonce - Naughty Girl	10012	10004	Flip & Fill - Discoland	10425	10401	Rachel Stevens - More More	10839	10814
Biffy Clyro - My Recovery	10709	10695	Fountains Of W - Stacy's Mom	9913	9908	Rachel Stevens - Some Girls	10421	10411
Big Brovaz - Yours Fatally	10834	10828	Frankie - F.U.R.B.	10134	10125	Rasmus - In The Shadows	10009	10003
Black Eyed - Let's Get It	10378	10364	Girls Aloud - Love Machine	10680	10672	Red Hot Chili Ps - Can't Stop	8143	8478
Black Eyed Peas - Hey Mama	9912	9899	Girls Of FHM - Da Ya Think	10349	10335	REM - Leaving New York	10832	10812
Black Eyed Peas - Shut Up	9586	9599	Good Charlotte - Predictable	10846	10819	Robbie Williams - Angels	3580	8482
Black Eyed Peas - Where Is The	9195	9246	Green Day - American Idiot	10590	10549	Robbie Williams - Radio	13838	10820
Black Sabbath - Paranoid	4013	7169	Groove Armada - I See You	10703	10692	Rolling Stones - Paint It Black	3800	8536
Blink 182 - Feeling This	9497	9576	Guns n' Roses - Sweet Child	8589	6977	Ronan Keating - I Hope You	10829	10809
Blink 182 - I Miss You	9884	9867	Him - The Funeral Of Hearts	9716	9708	Salt N Pepa - Push It	9646	9619
Bon Jovi - Living On A Prayer	3945	9569	Hoobastank - Same Direction	10854	10824	Scissor Sisters - Laura	10313	10294
Bowling For Soup - 1985	10853	10799	Hoobastank - The Reason	9951	9933	Scooter - Logical Song	6818	8503
Brandy - Afrodiziac	10845	10801	Ian Brown - Keep What Ya Got	10707	10693	Scooter - The Logical Song	6658	8503
Brian Wilson - Wonderful	10711	10701	Jam - Town Called Malice	4563	9876	Seal - Kiss From A Rose	10713	10694
Britney Spears - Everyday	10318	10307	Jamella - Superstar	9222	9266	Sex Pistols - Anarchy In UK	10066	10040
Britney Spears - Toxic	9879	9877	Jay Sean - Eyes On You	10347	10337	Shapeshifters - Lola's Theme	10420	10406
Bryan Adams - Open Road	10684	10673	Jentima - French Kisses	10836	10808	Slipknot - Duality	10323	10287
Busted - Air Hostess	10080	10077	J-Kwon - Topsy	10422	10417	Special D - Come With Me	10010	10000
Busted - Thunderbirds/3am	10436	10416	Jojo - Leave (Get Out)	10626	10612	Status Quo - You'll Come	10682	10678
Candee Jay - If I Were You	10314	10292	Joss Stone - You Had Me	10681	10677	Stonebridge - Put Em High	10733	10563
Cassidy - Get No Better	10685	10671	Kanye West - All Falls	10311	10278	Streets - Blinded By	10833	10802
Cassidy Ft R Kelly - Hotel	10192	10180	Kanye West - Through The Wire	9975	9967	Streets - Dry Your Eyes	10429	10403
Cheeky Girls - Cheeky	10837	10803	Keane - Everybody's Changing	10107	10091	Super Furry Animals - The Man	10835	10825
Chingy Ft J - One Call Away	10202	10184	Kelis - Trick Me	10218	10217	Taking Back Sunday - A Decade	10857	10800
Christina - Whatever U	10844	10827	Kelly & Ozzy - Changes	9512	9609	Terror Squad - Lean Back	10850	10811
Christina Aguilera - Dirty	7912	7898	Khia - My Neck My	10840	10815	Tina Turner - Simply The Best	3870	8545
Christina Milian - Dip It Low	10105	10090	Linkin Park - In The End	5398	6954	Twista - Slow Jamz	9996	9991
CKY - 96 Quite Bitter Beings	6080	7168	Linkin Park - Numb	9160	9582	Twista - Sunshine	10627	10620
Coldplay - Clocks	8248	8344	LMC Vs U2 - Take Me To	9765	9763	UB40 - Red Red Wine	1398	8562
Corrs - Angel	10688	10668	Lostprophets - Last Train	9751	9734	UD Project - Saturday Night	9801	9790
D12 - How Come	10437	10405	Lucie Silvas - What You're	10842	10826	Ultrabeat - Feelin' Fine	9664	9649
D12 - My Band	10030	10025	Madness - One Step Beyond	3598	8927	Ultrabeat - Pretty Green Eyes	9105	9188
Darkness - Thing Called Love	9157	9258	Marilyn Manson - Personal	10847	10817	Usher - Burn	10373	10359
Darude - Sandstorm	9754	9740	Marion Winans - I Don't	10257	10247	Usher - Yeah	9944	9936
Dead 60s - Riot Radio	10852	10822	Maroon 5 - She Will Be Loved	10582	10565	Van Morrison - Brown Eyed Girl	4935	8563
Deep Dish - Flashdance	10830	10806	Maroon 5 - This Love	10059	10057	Velvet Revolver - Fall To	10856	10805
Deep Purple - Smoke On The	3827	9570	McFly - 5 Colours In Her Hair	9995	9986	Westlife - Mandy	9530	9525
Dido - Sand In My Shoes	10687	10674	McFly - Obviously	10345	10339	White Stripes - 7 Nation Army	8594	8701
Dido - White Flag	9196	9247	Metallica - Enter Sandman	3849	7165	XTM & DJ - Fly On Wings	8730	9728

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

	MONO	POLY		MONO	POLY		MONO	POLY		MONO	POLY
Addams Family	1434	9373	Formula 1	3592	9032	Kill Bill	10598	10594	Rocky	1050	8542
Angel	4603	8949	Friends	4632	8535	Littlest Hobo	8016	9283	Scooby Doo	4562	9241
A-Team	6454	8454	Great Escape	3594	8956	Mission Imposs	1421	6975	Shrek	10599	10595
Black Beauty	5501	8167	Halloween H20	9270	9181	Only Fools & Horses	6732	8697	Simpsons	1439	7164
Blowing Bubbles	3773	9722	Hawaii Five O	3533	8695	Phoenix Nights	7538	7541	Stepptoe And Son	9279	9265
Buffy	1028	8553	Italian Job	5658	9260	Pulp Fiction	6715	8698	Super Mario Bros	10640	10621
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UBISOFT™

Founded in 1986, Ubisoft went on to publish its first two titles, *Iron Lord* and *Jimmy Connors Pro Tennis Tour* on numerous platforms including the Commodore 64, Amiga and Atari ST. From there the company went on to publish games on the Nintendo 64, PlayStation, Dreamcast and Game Boy including *Grandia* and *Speed Devils*. In 2003 Ubisoft released its awesome stealth title *Tom Clancy's Splinter Cell* and continues to go from strength to strength with titles like *Prince Of Persia*, *Project Zero 2: Crimson Butterfly* and the jaw-dropping sequel to *Splinter Cell*, *Pandora Tomorrow*. With *Rocky: Legends*, *Prince Of Persia: Warrior Within* and the third instalment in the Sam Fisher series on the way, the company has firmly established itself as one of the leading publishers and developers in the games industry alongside the likes of Rockstar and Electronic Arts.

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Other Games



Iron Lord



Jimmy Connors



Project Zero

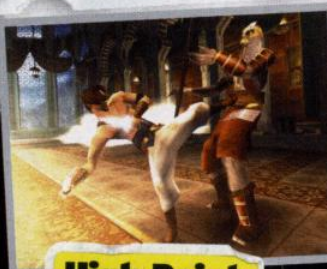


Rocky: Legends

High Point

Splinter Cell

Despite certain people's doubts as to whether the PS2 version of the X-box exclusive could live up to the standards set by Microsoft's black box, *Splinter Cell* blew everyone's preconceptions clean out of the water. Sleek graphics, dynamic lighting and instantly addictive gameplay firmly secured Sam Fisher a place in the PlayStation hall of fame, scoring straight nines across the board and garnering itself a Silver Joypad Award. Who wouldn't instantaneously find themselves hooked on a game whose lead character is voiced by none other than Michael Ironside, star of *Scanners* and *Total Recall*?



High Point

Prince Of Persia

Proof that an old 2D formula can be updated to 3D and still maintain the superb gameplay of the original, *Prince Of Persia: Sands Of Time* picked itself up a Golden Joypad Award here in the pages of P2. Showcasing some of the most stunning graphics we've ever had the privilege of witnessing, coupled with one of the most versatile characters in gaming history and a truly engrossing storyline, we couldn't put this down. It's the game *Tomb Raider* should have been! And if you felt the same way that we did about *Sands Of Time*, then check out our full review of the deliciously dark sequel *Warrior Within* on page 98.



High Point



Beyond Good & Evil

Taking on the role of Jade, a freelance reporter, *Beyond Good & Evil* threw you into a world of conspiracy and action, housed in lavishly designed environments and featured the very funky sidekick, Pey the pig. Over four years in development and conceived by Michel Ancel, the man behind *Rayman*, *Beyond Good & Evil* could well have ended up falling flat on its face considering the mountain of hype that surrounded its release. Thankfully it lived up to the publicity and everyone on the team fell instantly in love with Ubisoft's mammoth title. Jade even managed to secure herself a place amongst P2's top ten sexiest videogame ladies of all time!

Ghost Recon Island Thunder

Released at the same time as *Rainbow Six 3* and *Socom II*, *Ghost Recon* failed to compete with the slick graphics of Sony's shooter and lacked the ever-impending sense of dread which made *Rainbow Six 3* a hit. Despite the fact that it offered up an authentic military style, it simply wasn't enough to contend with the competition and it presented nothing that you couldn't find elsewhere. Sure enough a sequel was put into action and you can find it previewed here in this issue. Thankfully it has had a fancy overhaul and looks set to wipe the previous offering off the map.



Low Point



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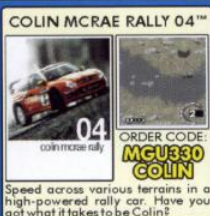


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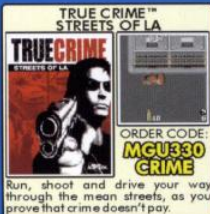
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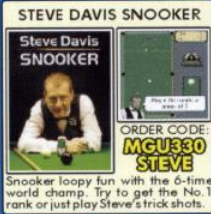
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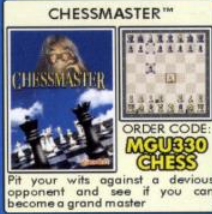
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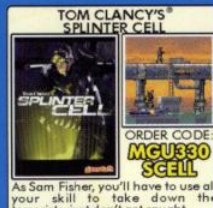
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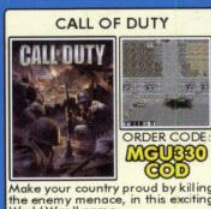
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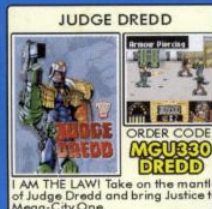
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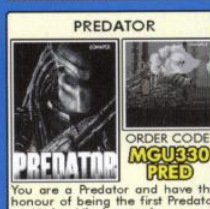
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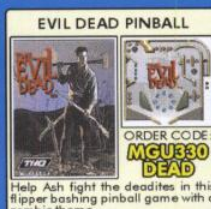
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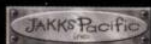
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